

SEGA MIB OWNER'S MANUAL



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1st PRINTING



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Errors and omissions excepted (E&OE)

MEN IN BLACK ARCADE

OWNER'S MANUAL

420-0037UK



OWNER'S MANUAL

MIB

MEN IN BLACK

IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage: The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately.

Be sure to keep this Manual close to the product or in a convenient place for future reference.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of "DANGER", "WARNING", "CAUTION", etc. are used.

Be sure to understand the contents of the displays before reading the text.



DANGER

Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.



WARNING

Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.



CAUTION

Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.

For the safe usage of the product, the following pictographs are used:



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the instruction Manual should be referred to.



Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the ground (this step may be omitted for products in which a power cable with earth is used).

- **Perform work in accordance with the instructions herein stated**

Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.

- **Be sure to turn off the power before working on the machine**

To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect.

- **Be sure to ground the earth terminal (this is not required in the case where a power cable with earth is used)**

This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.

- **Ensure that the power supply used is equipped with an earth leakage breaker**

Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.

- **Be sure to use fuses which meet the specified rating (only for the machines which use fuses)**

Using fuses exceeding the specified rating can cause a fire and an electric shock.

- **Specification changes (removal of equipment, conversions and additions) not designated by SEGA are not allowed**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

SEGA shall not be held responsible for any accidents or compensation for damage to a third party resulting from the specifications not designated by SEGA.

- **Ensure that the product meets the requirements of appropriate electrical specifications**

Before installing the product, check for electrical specifications. SEGA products have a nameplate on which the electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the monitor, be very careful (applies only to products with monitors)**

Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **Be sure to adjust the monitor properly (applies only to products with monitors)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or customer.

- **When transporting or reselling this product, be sure to attach this Manual to the product**

* *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this Manual. Read this Manual together with the specific instruction Manual of such equipment.*

* *Descriptions herein contained may be subject to improvement changes without notice.*

* *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status:

- ☐ *Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?*
- ☐ *Are castors and/or adjusters damaged?*
- ☐ *Do the power supply voltage and frequency requirements meet with those of the location?*
- ☐ *Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.*
- ☐ *Do power cables have cuts and dents?*
- ☐ *Are all accessories available?*
- ☐ *Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?*

INTRODUCTION

This Manual is intended to provide detailed descriptions together with all necessary information covering the general operation of electronic assemblies, electromechanical, servicing control, spare parts, etc. for the product: **"MEN IN BLACK"**

This Manual is intended for the owners, personnel managers in charge of operation of this product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, **DO NOT** allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the words **"STOP"**, **"IMPORTANT"** or **"CAUTION"** and the symbols below.



Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product



Indicates a warning or caution that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product

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Definition of 'Site Maintenance Personnel' or Other Qualified Individuals



IMPORTANT

Procedures not described in this Manual or marked as 'to be carried out by Site Maintenance Personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technological experience. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by Site Maintenance Personnel or other qualified professionals. This Manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The Site Maintenance Personnel or other qualified professionals mentioned in this Manual are defined as follows:

Site Maintenance Personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by Site Maintenance Personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Electrical & Mechanical Specifications

SPECIFICATIONS

Standard Cabinet

Machine Dimensions:	1.88m (74in) [Width] x 1.6m (63in) [Depth]
Machine Height:	2.53m (99.6in) (Installed) - 2.08m (81.9in) [without Billboard]
Machine Weight:	408kg Approx (Installed)
Power (Maximum Current):	-250w-
Rating:	115-240VAC
Fuse Rating:	3.15A

Waste of Electrical and Electronic Equipment (WEEE) Statement

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment (EEE) to ensure waste equipment is disposed of in accordance with the directive at the end of their useful life.

The symbol shown below will be placed on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Upon purchasing any EEE from SEGA Amusements International Ltd. The user accepts responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point (AATF) or an Approved Exporter (AE) for the correct recycling of waste electrical and electronic equipment.

For more information on Approved Authorised Treatment Facilities (AATF) within the UK please consult the government website www.gov.uk

For users outside of the UK EEE should be disposed of in accordance with the local policy on the recycling of Waste Electrical and Electronic Equipment.

Battery Recycling Statement

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimise the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The symbol shown below will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling.

For more information about where you can send your waste batteries for recycling contact your local authority office.



REGISTERED IN ENGLAND REGISTERED NO. 1711515

REGISTERED OFFICE: BLOCK C 42 BARWELL BUSINESS PARK, CHESSINGTON, SURREY KT9 2NY

LIST OF 3rd PARTY RIGHTS

LICENCE

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1 HANDLING PRECAUTIONS

When installing or inspecting the machine, be mindful of the following points and pay attention to ensure that the player can enjoy the game safely.

Noncompliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

WARNING

- Before performing work, be sure to turn the power off. Performing the work without turning the power off can cause an electric shock or short circuit. In cases where work should be performed in the status of power on, this Manual always states to that effect
- To avoid an electric shock or short circuit, do not plug in or unplug quickly
- To avoid an electric shock, do not plug in or unplug with a wet hand
- Do not expose power cords or earth wires on the surface, (floor, passage, etc). If exposed, the power cords and earth wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit
- To avoid causing a fire or an electric shock, do not put things on or damage the power cords
- During or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock
- In the case that the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, an electric shock or leakage
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock
- Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock
- Be sure that connections such as IC BD are made properly. Insufficient insertion can cause an electric shock
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted
- Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon the physical conditions of players or onlookers, or result in injury during play
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- Do not perform any work or change parts not listed in this Manual. Doing so may lead to an accident. If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point of purchase, or inquires for details. Be sure to perform periodic maintenance inspections herein stated

 WARNING

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit
- Whenever any fasteners (e.g. screws, nuts) have been lost, be sure to use replacement fasteners with proper dimensions as specified in this manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted
- Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon the physical conditions of players and onlookers, or result in injury during play
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- Performing work or parts replacements not described in this Manual could result in accidents. If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point-of-purchase, or inquire for details
- Be sure to perform periodic maintenance inspections herein stated

 **STOP****IMPORTANT**

- For the IC board circuit inspections, only the use of a logic tester is recommended. Using a Multi-Tester or General Purpose Tester may result in damage to IC Circuits
- Static electricity from your body may damage some electronic devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged
- Some parts are not designed or manufactured specifically for this game machine. The manufacturers may discontinue or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired

CONCERNING THE STICKER DISPLAY

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

CONCERNING WARNING DISPLAYS

This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and has technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

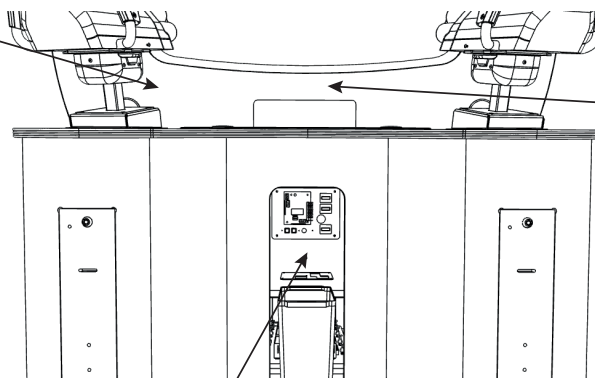
CAUTION

If you or your child have experienced a convulsive attack, loss of consciousness, etc., due to light stimulus or TV game, or fear that you may experience such symptoms, be very careful of using this machine.

If you feel sick whilst playing this game, immediately discontinue use and take a rest.

440-CS0186-01UK

440-CS0186-01UK



**ANIMATED
VIOLENCE
MILD**

LB1171



440-CS0010UK

440-CS0010UK



CAUTION

DANGER OF EXPLOSION IF BATTERY IS INCORRECTLY REPLACED.

Replace only with the same or equivalent type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's guidelines.

440-CS0300UK

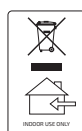
440-CS0300UK

LB1131

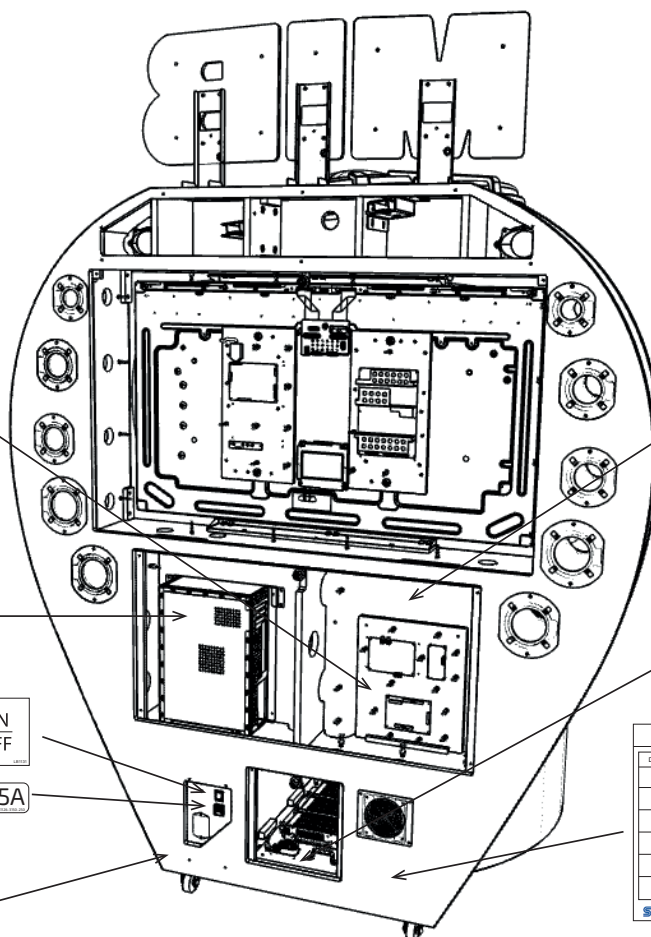
ON
OFF

LB1126-3150-250

3.15A



LB1212



SEGA

amusements international

Scan here and select your machine's manual from the list



440-DS0010UK

DANGER



High voltage can cause an electric shock. Remove power before servicing.

440-DS0010UK

PORTABLE APPLIANCE TEST RECORD					
DATE	ENGINEER	VISUAL PASS	EARTH BOND	INSULATION	SIGNED

SEGA AMUSEMENTS INTERNATIONAL 40 BARNWELL BUSINESS PARK, CROFTON, SHEFFIELD, S18 7EL, ENGLAND, U.K. 2007

LB1046

2 PRECAUTIONS REGARDING INSTALLATION

WARNING

- This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause fire, electric shock, injury and/or malfunction:
- Places subject to rain/water leakage or places subject to high humidity, in the proximity of an indoor swimming pool and/or shower, etc
- Places subject to direct sunlight or places subject to high temperatures, in the proximity of heating units, etc
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter
- Dusty places
- Sloped surfaces
- Places subject to any type of violent impact
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade

LIMITATIONS OF USAGE

WARNING

- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing Electrical Specifications is attached to the product. Noncompliance with the Electrical Specifications can cause a fire and electric shock
- This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock
- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 240 V area). Noncompliance with the Electrical Specifications can cause a fire and electric shock
- Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload
- When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock



IMPORTANT

Securing a safe area for operation as described in this Manual will ensure safe operation for players and observers.

SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction

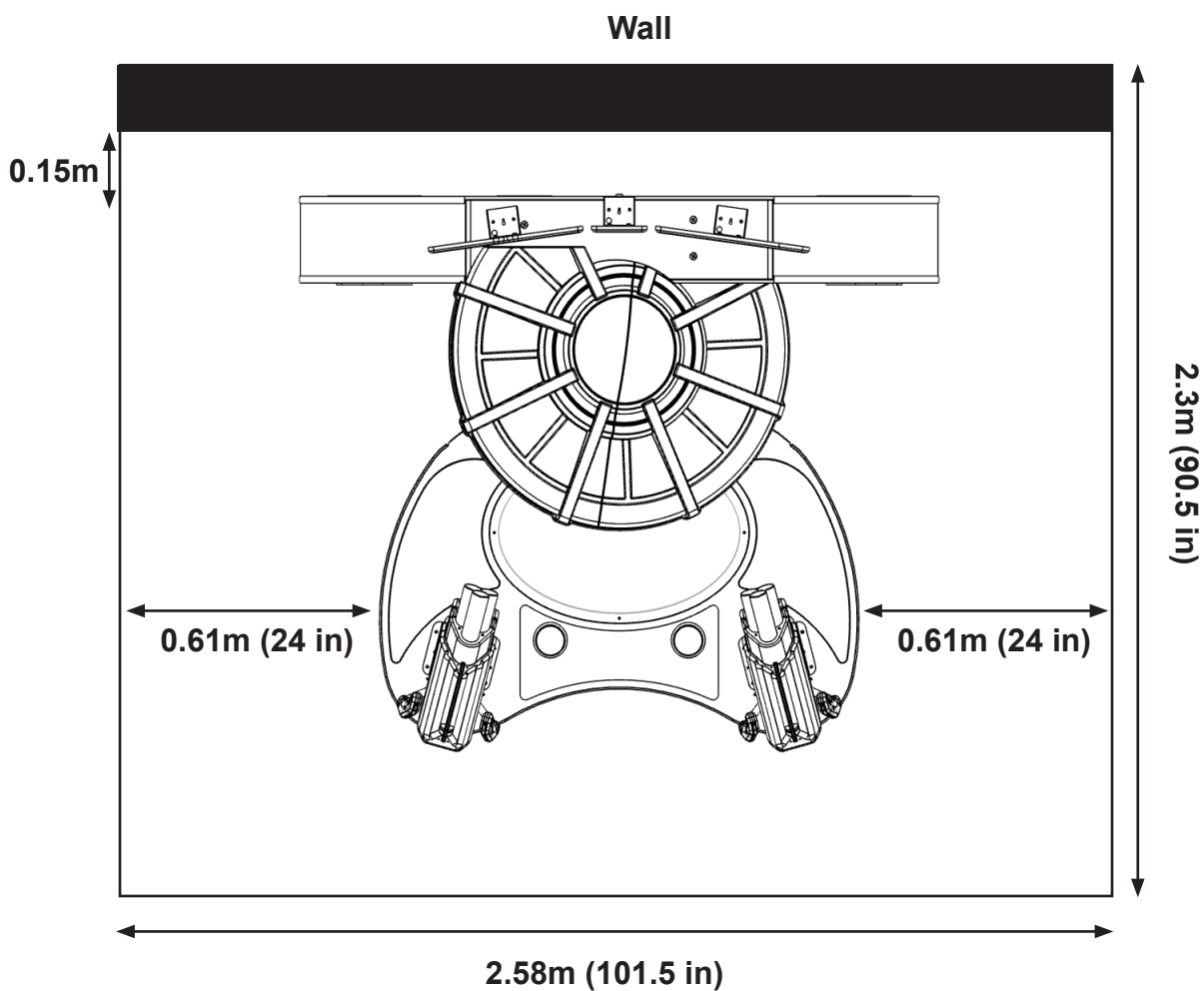
OPERATION AREA (SINGLE CABINET)

WARNING

- For safe operation, use and operate this product in an area measuring at least 2.58 m (101.5 in) in width and 2.3 m (90.5 in) in depth when the cabinet is installed. SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction
- The ceiling where this product is installed must be at least 2.53 m (99.6 in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire
- Be sure to provide the sufficient space specified in this manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire
- Put the cabinets close together so that people cannot get through or provide enough space between them that people can go both ways without difficulty. If the cabinets are installed carelessly, people may bump into each other or the cabinets when passing between them or fall down. To prevent people from walking between them, place them 0.15 m (5.9 in) apart
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts. Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this Manual, contact your retailer or the office listed in this Manual
- If the machine is still too large to fit through the entryway after following the procedures listed in this Manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation

WARNING

- To install this product, the entrance must be at least 0.89m (35 in) in width and 2.08m (81.8 in) in height (without Assy Billboard) and 2.53m (99.6 in) (with Assy Billboard). If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the casters at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath



3 PRECAUTIONS REGARDING OPERATION

To avoid injury and trouble, be sure to pay attention to the behaviour of visitors and players.

3-1 BEFORE OPERATION

WARNING

- In order to avoid accidents, check the following before starting the operation:
- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers
- Be sure to perform appropriate adjustment of the display (LCD, Plasma, or Projector). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or customers' physical conditions
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident
- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step/stepladder
- To avoid electric shock, check to see if door and cover parts are damaged or omitted
- Do not place the following items on top of or near the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts:
- Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water



Each leg adjuster **MUST** be lowered so that the casters are raised approximately 5mm off the floor

CAUTION

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers
- During daily cleaning, be sure to check the surface of the control unit and other parts that the player touches with his/her hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured
- Check carefully to make sure there are no gaps in the cabinet joints and that they are not loose. If there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury
- Make sure all the doors are locked securely and they do not rattle. If the doors are not locked properly or there are gaps or rattling, players could get their fingers or hands caught
- Be sure to perform appropriate adjustment of the LCD. For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or customers' physical conditions
- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc. to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage:
 - Is there any strangeness in the operability of the control unit?
 - Is there any improper adjustment of the LCD screen?
- Prepare a place where players can rest if they feel sick

3-2 PAYING ATTENTION TO CUSTOMERS

To avoid injury and trouble, be sure to constantly give careful attention to the behaviour and manner of the visitors and players.

DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

WARNING

- For safety reasons, do not allow any of the following people to play the game:
 - Those who have high blood pressure or a heart problem
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc
 - Those who have neck or spinal cord problems
 - Those who are intoxicated or under the influence of drugs
 - Pregnant women
 - Those who are not in good health
 - Those who do not follow the attendant's instructions
 - Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms
 - Persons who disregard the product's warning displays
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game

Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch over them during play

- Instruct those who feel sick during play to have a medical examination
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product
- To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter in the openings of the product or small openings in and around the doors
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason
- Instruct the guardians of small children to keep watch over their children

Children cannot sense danger. Allowing small children to get near a player who is playing the game could result in the children being bumped, struck or knocked down

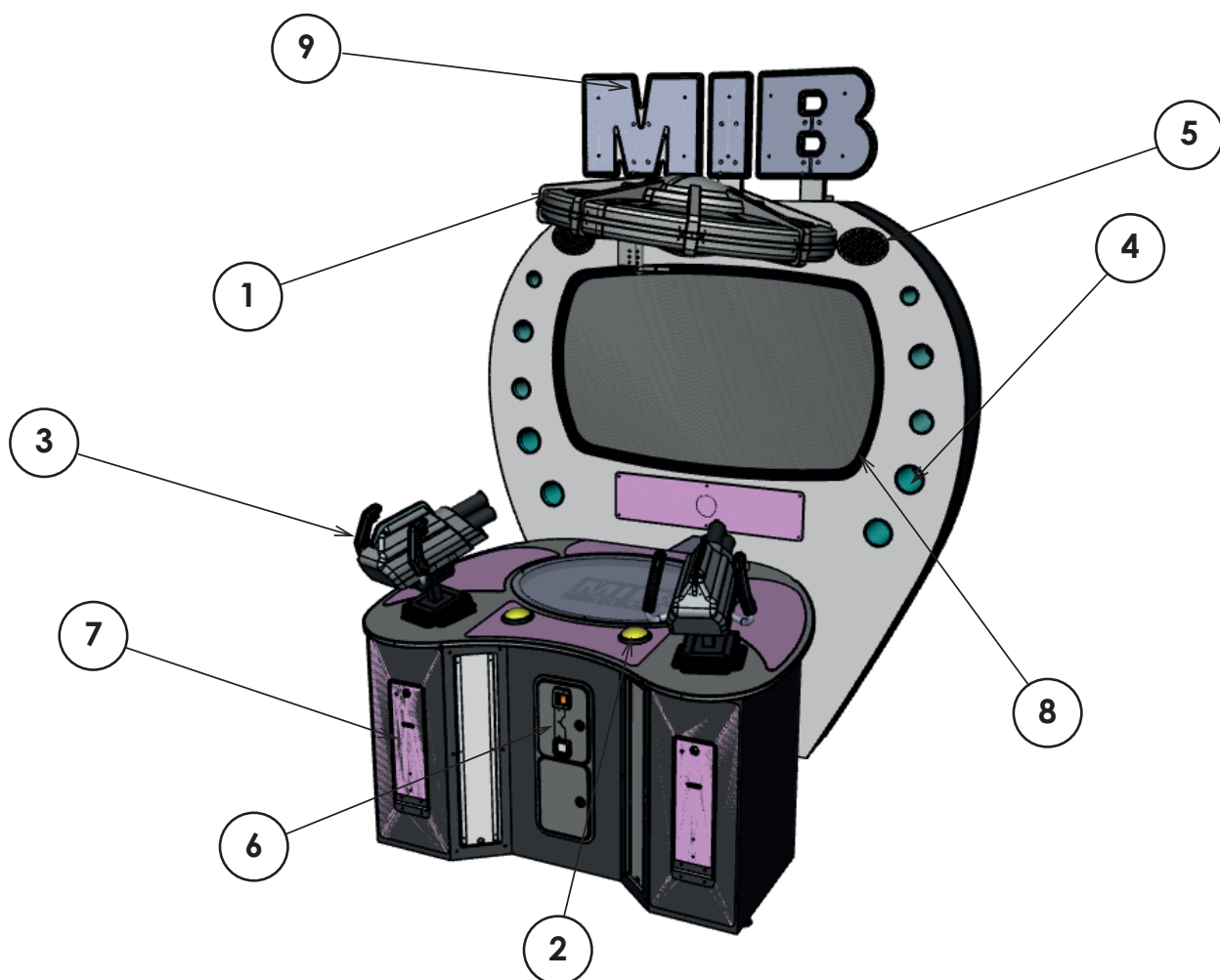
IMPORTANT

- Diligently clean the parts that players touch directly to ensure a pleasant game playing experience
- Inspect the coin insertion slots to make sure no foreign objects have been inserted and that they have not otherwise been tampered with as this will prevent play

CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down
- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents
- Instruct those who feel sick during play to have a medical examination
- Immediately stop users from leaning or sitting on the control panel. Such acts can lead to injury or damage to parts or the shape of the cabinet
- Items such as large finger rings can cause injury to the fingers while playing. Instruct players to remove all accessories that could cause an accident before playing
- Instruct players that a single control unit is never to be held by 2 or more people during play. Otherwise there could be dangerous contact or a collision

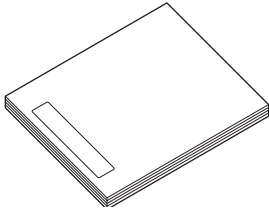
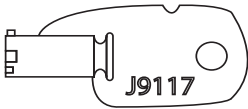
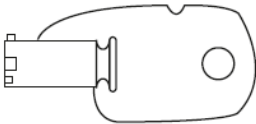
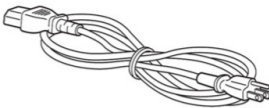
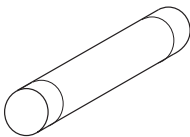
4 PART DESCRIPTIONS



1	UFO BILLBOARD
2	PLAYER BUTTON
3	CONTROLLER UNIT
4	LED TUBES
5	SPEAKERS
6	COIN DOOR
7	TICKET DOOR
8	MONITOR
9	LOGO BILLBOARD

5 ACCESSORIES

Confirm that the accessories listed in the table below are present when setting up the product.
Accessories marked “Spare” are consumable items but included as spares.

Part Name / Number	Diagram	Quantity
Owner's Manual (Part #: 420-0037UK)		1
Master Key (J9117)		6
Security Key (A4444)		2
Power Lead UK (Pt No LM1227) EU (Pt No LM1246) US (Pt No LM1500UK)		1ea
Spare Fuse (Fitted to ASSY AC UNIT)		1
Epilepsy Warning Labels (multilingual)		1

6 ASSEMBLY AND INSTALLATION

WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock
- Perform assembling as per this Manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance
- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage
- Ensure that connectors are properly connected. Improper connections can cause electric shock
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire
- This work should be carried out by Site Maintenance Personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist
- Do not leave power cords or ground wires exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires (wiring diameter: power cable - approx. $\varnothing$ 8)
- Have a flashlight or another supplementary lighting unit available while working. With indoor lighting alone, the cabinet interior may be too dark. Working without proper lighting can lead to accidents. It also hinders proper work performance
- The cabinet has ventilation ports. Be sure not to block them. If they are blocked, heat can build up, leading to fire. This can also accelerate wearing of parts and malfunctions
- Secure ample ventilation space around the cabinet. If heat builds up, there could be accidents associated with heat or smoke generation
- This product does not use any connectors other than those connected to and used by the Game Board when it leaves the factory. Do not needlessly connect wires to unused connectors. This could lead to overheating, generation of smoke and burn related injuries

CAUTION

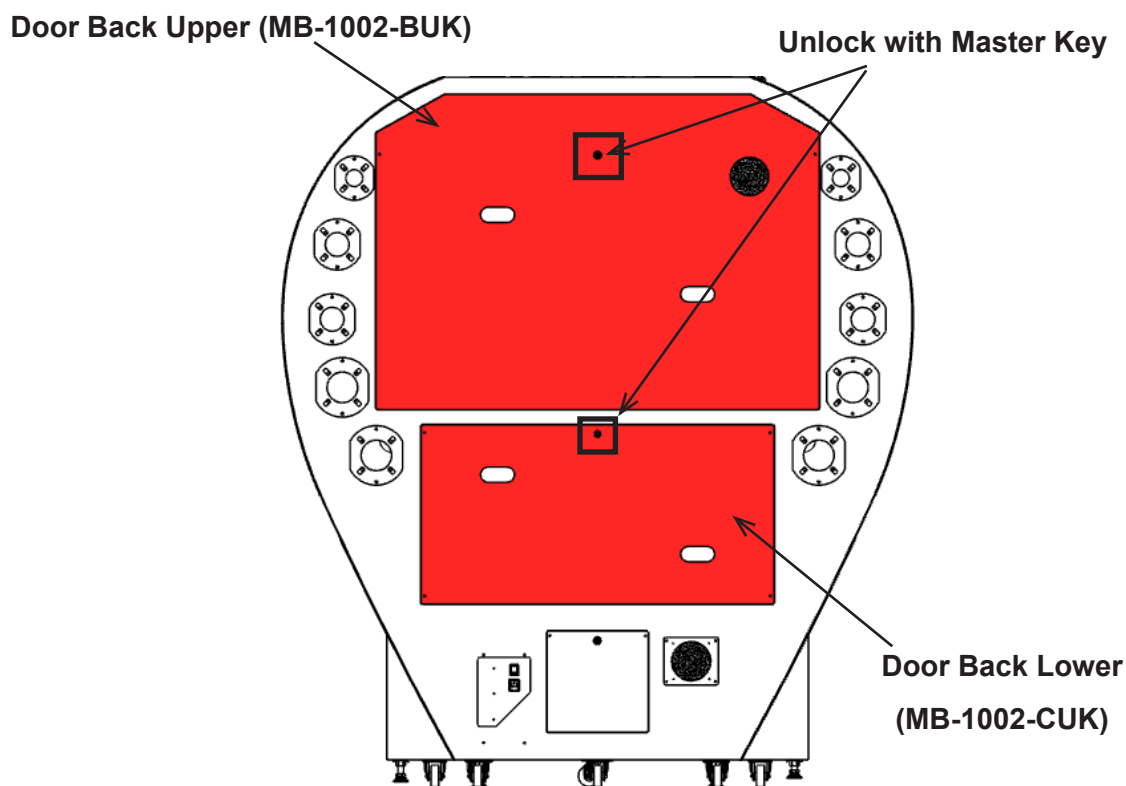
- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury
- To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury
- When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything

IMPORTANT

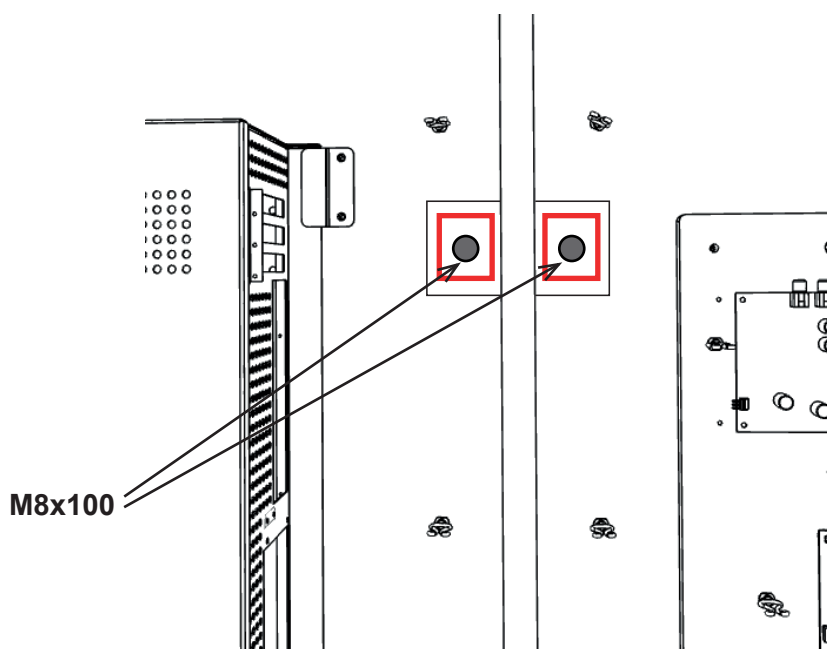
- Be very careful when handling the LED display screen. The screen can be damaged easily and cannot be repaired once damaged. Such damage can only be repaired by completely replacing the screen
- Be careful not to damage parts surfaces. In some cases, if such surfaces are damaged, the part must be replaced; it cannot be reinforced or repaired

6-1 UNPACKING THE CABS

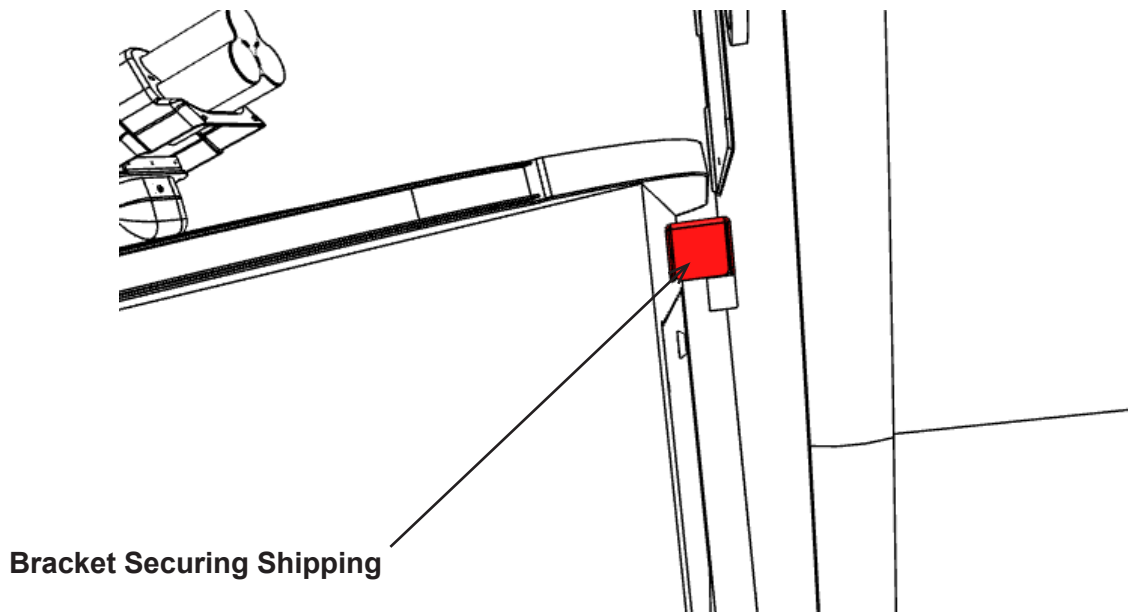
- 1 Unlock the **Door Back Upper (MB-1002-BUK)** and the **Door Back Lower (MB-1002-CUK)** doors using Master Key and remove both doors



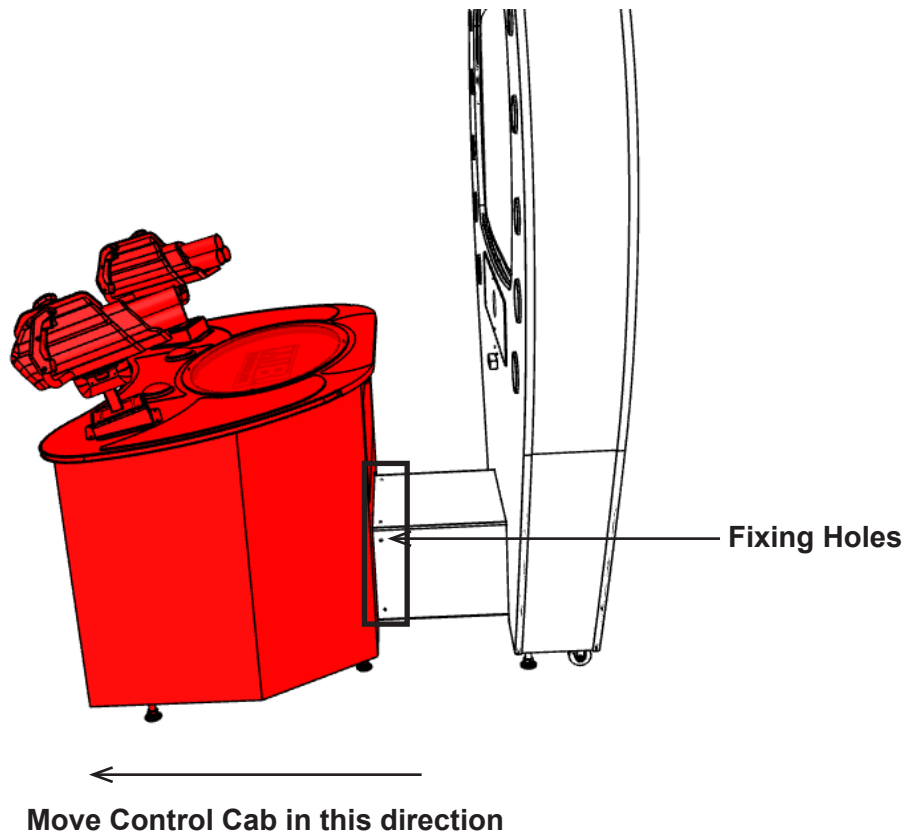
- 2 Remove the (2) M8x100 bolts located between the Game Board and Elec Board. Reapply and secure **Elec Board Door**



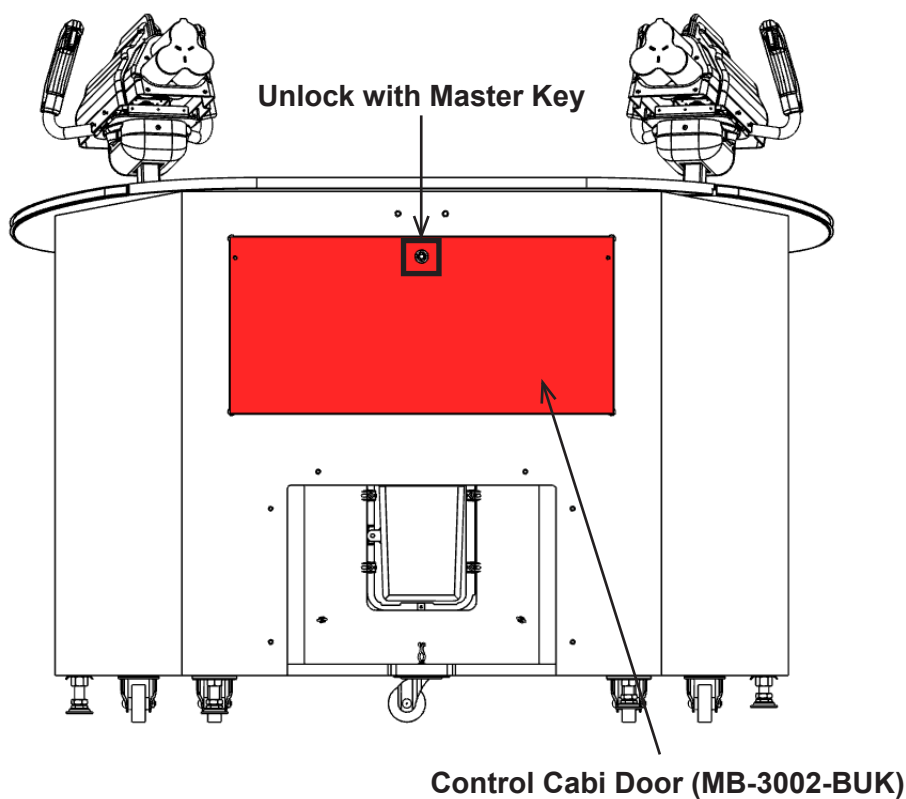
- 3** You will now be able to remove the **Bracket Securing Shipping (MB-0014UK)** from the front of the Monitor Cab



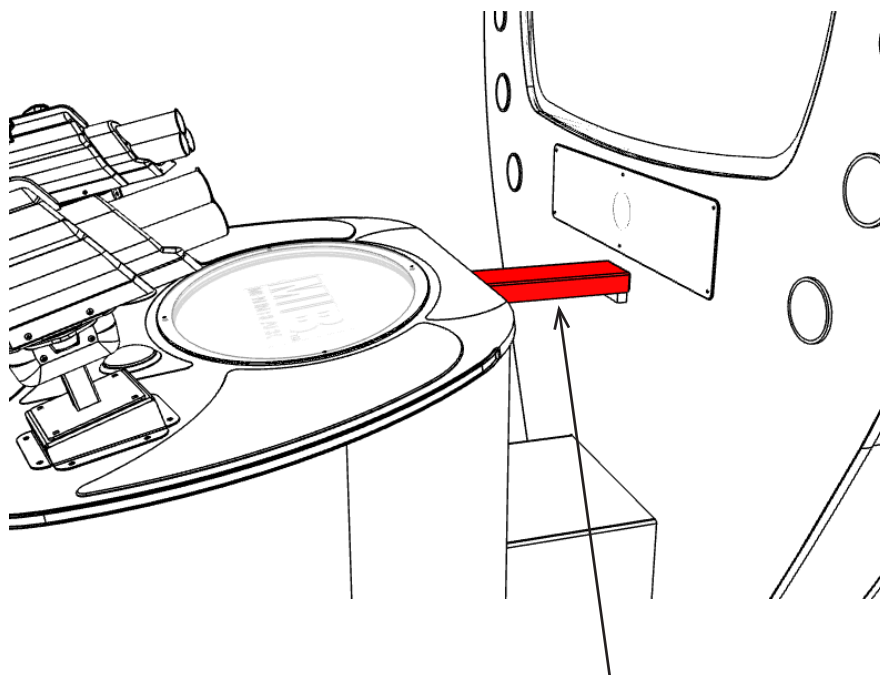
- 4** Extend the Monitor Cab feet fully to the floor. Extend the Control Cab out until the fixing holes are visible



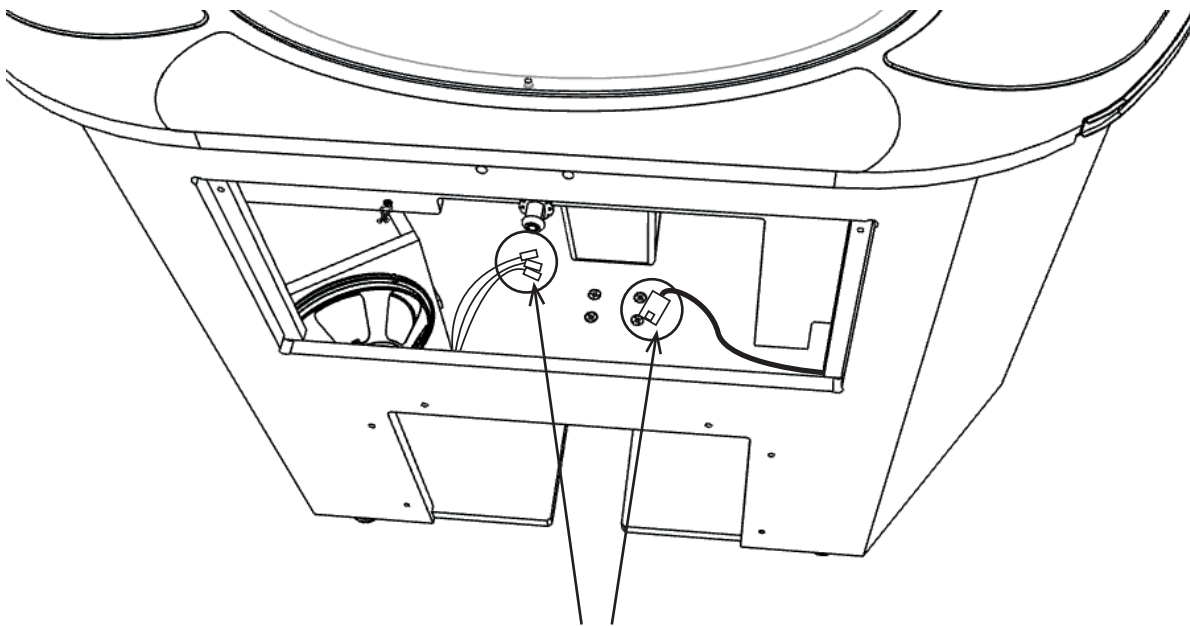
- 5** Unlock the **Control Cabi Door (MB-3002-BUK)** with Master Key. Remove door to gain inner access to Control Cab



- 6** Fit the **Securing Bracket Installed (MB-0013UK)** between the Monitor Cab and Control Cab and secure using the M8x40 fixings



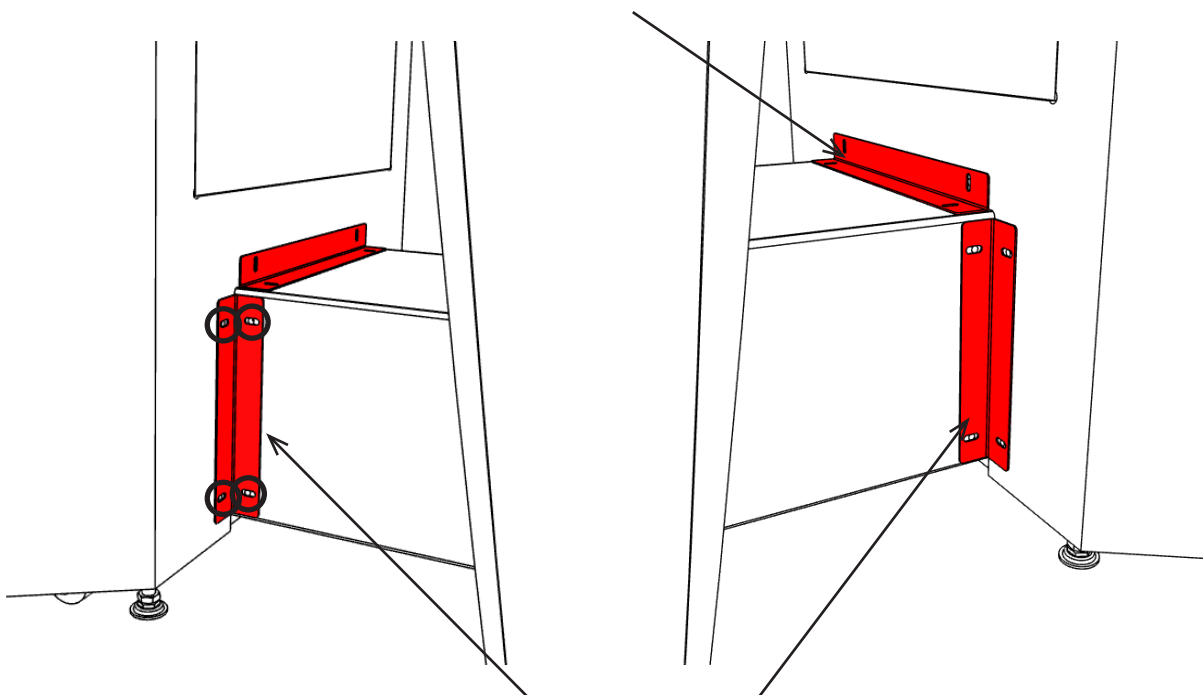
- 7** Secure all harnessing connections within the Control Cab (there are 13 harnesses inside the Control Cab, all of which are labelled and colour coded) and reapply Control Cabi Door when complete



Wire Harnesses

- 8** Fit the (2) **Bracket Conjoining Base Side (MB-0012UK)** and (1) **Conjoining Base Top Bracket Front (MB-0011UK)** to the lower section of the Control Cab to secure it by applying the (4) M6x25 fixings on each bracket

Conjoining Base Top Bracket Front

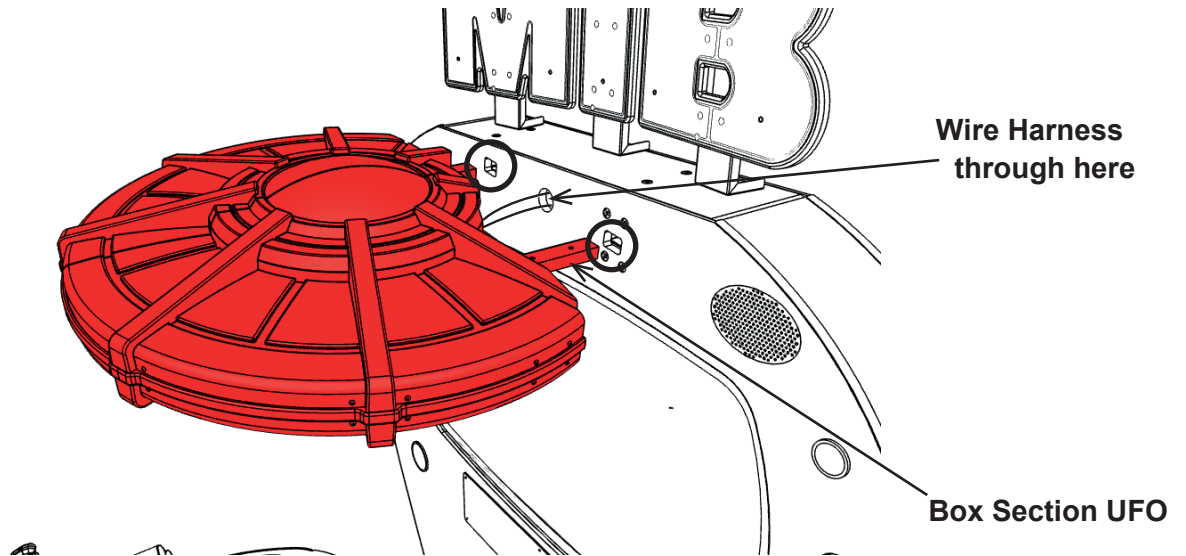


Brackets Conjoining Base Side

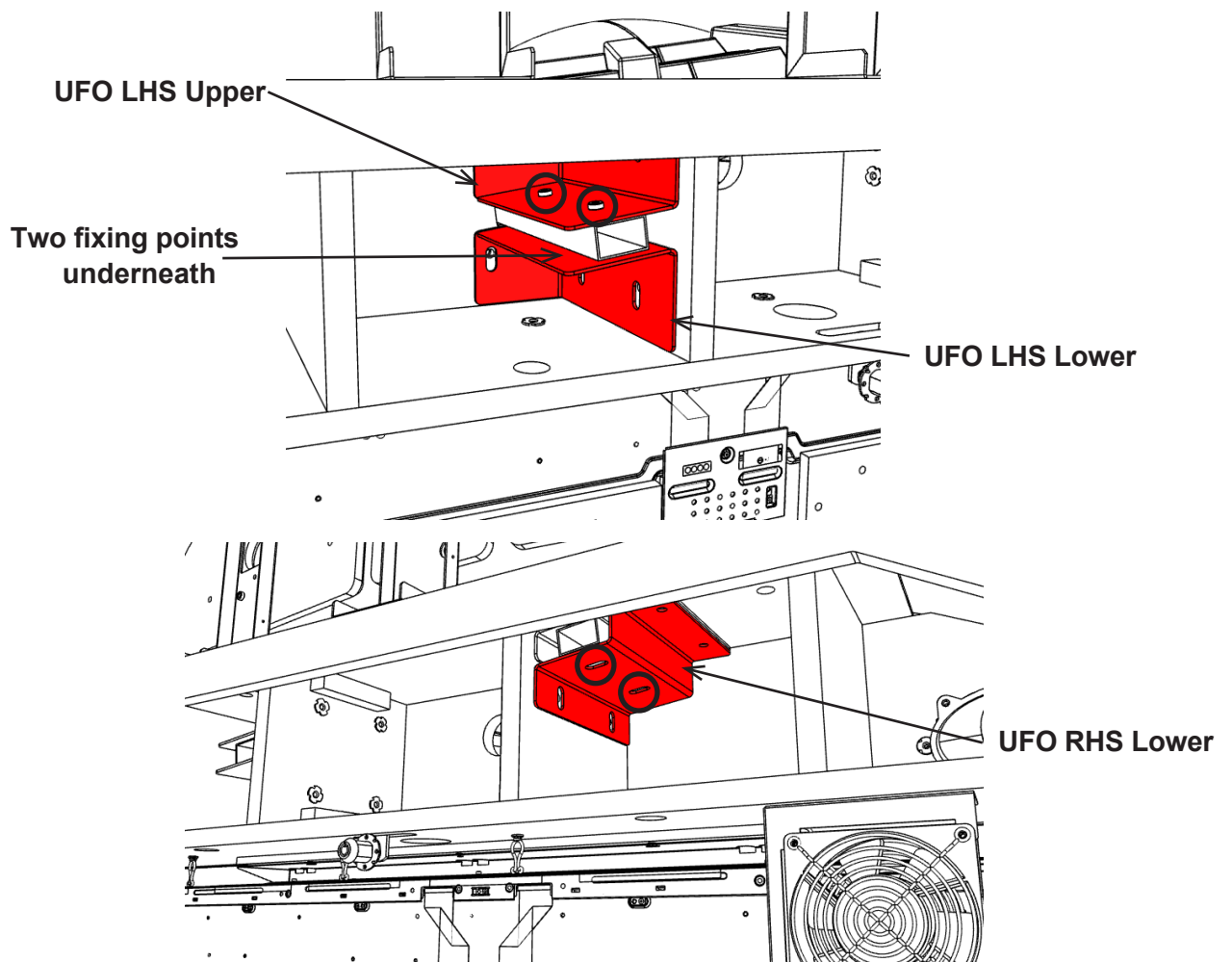
- 9** Lower the feet on the Control Cab to the floor and ensure both Monitor and Control Cabinet are level

6-2 INSTALLING THE UFO

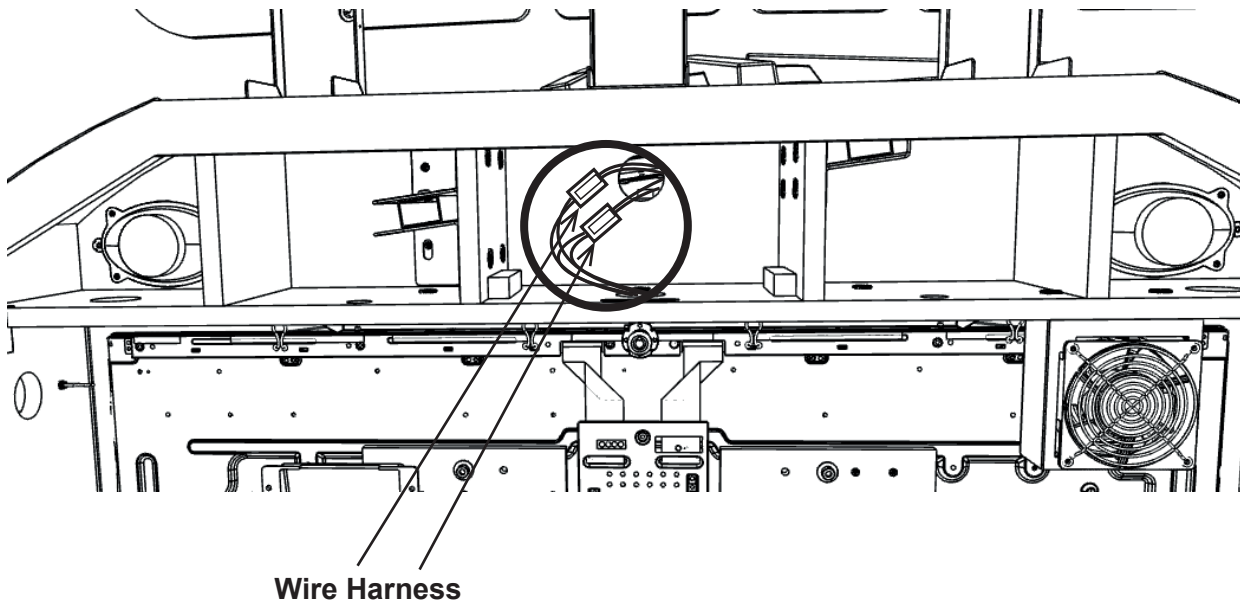
- 1 Using at least 2 people, feed the two **Box Section UFO (MB-1602UK)** through the access holes along with the harnessing



- 2 Align with the fixing holes on the brackets in the rear of the Monitor Cab. Secure the **Brkt UFO LHS Upper/Lower (MB-1009/12UK)** and **Brkt UFO RHS Lower (MB-1013UK)** when UFO is in place using M6x25 fixings



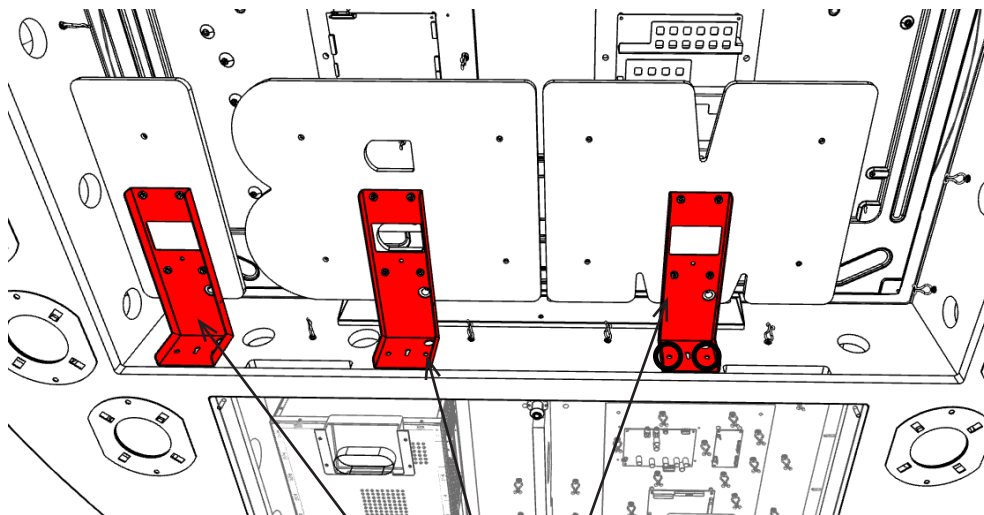
3 Attach all UFO harnessing



4 Reapply and secure Monitor Door with Master Key

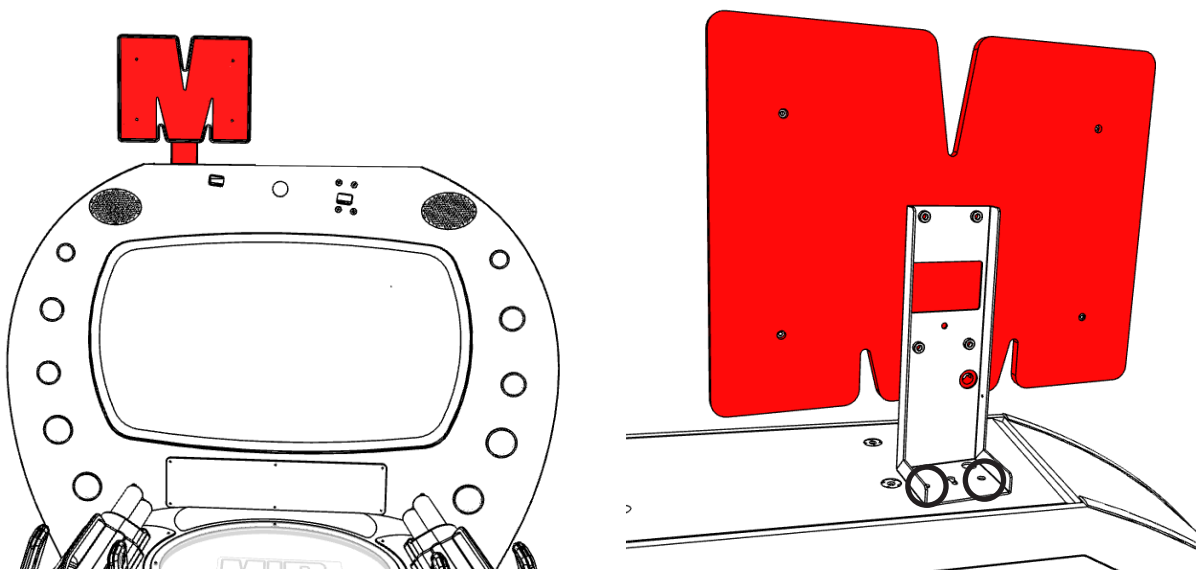
6-3 INSTALLING THE BILLBOARD LETTERS

- 1 Remove the (2) M6x25 fixings on each of the **Support Billboard** with attached letters and place the Brackets to one side. These will be used in **Step 6-2**

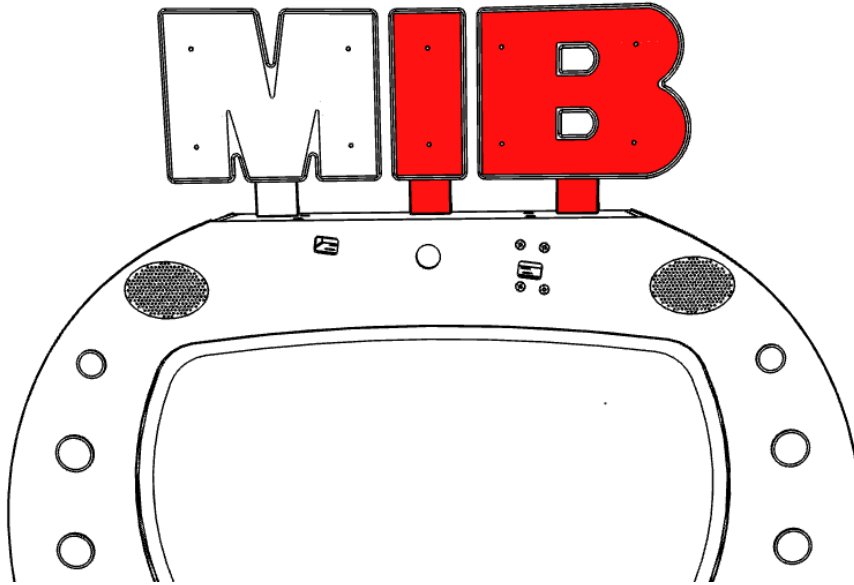


Support Billboard

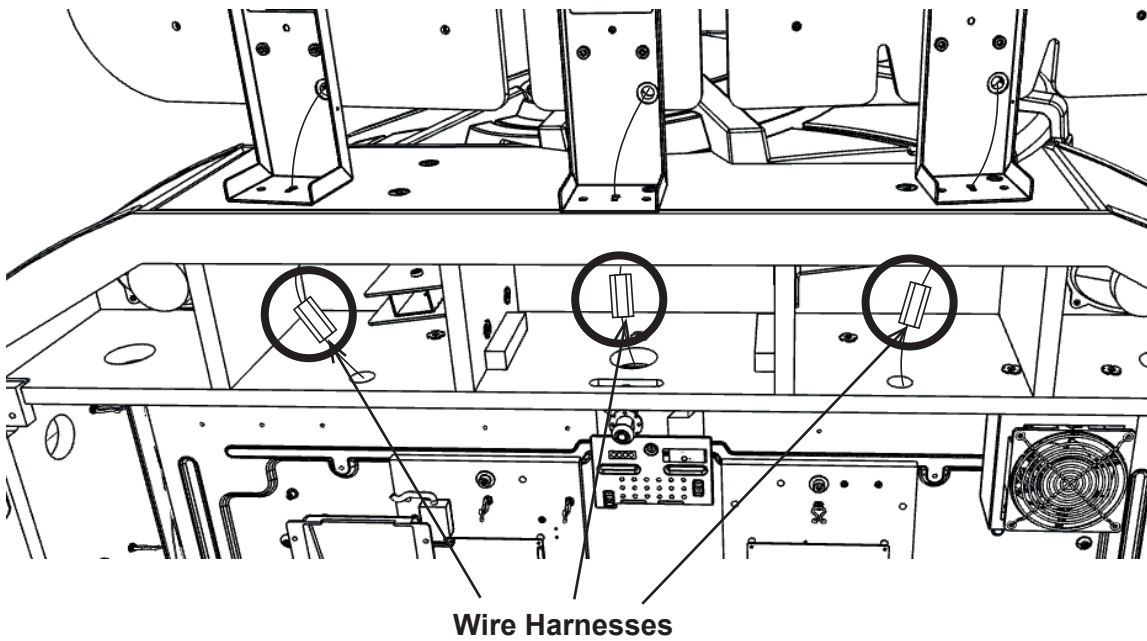
- 2 Place the "M" into position and secure the (2) M6x25 fixings on the **Support Billboard (MB-0506UK)**.



3 Repeat process for the remaining letters



4 Attach all Billboard harnessing



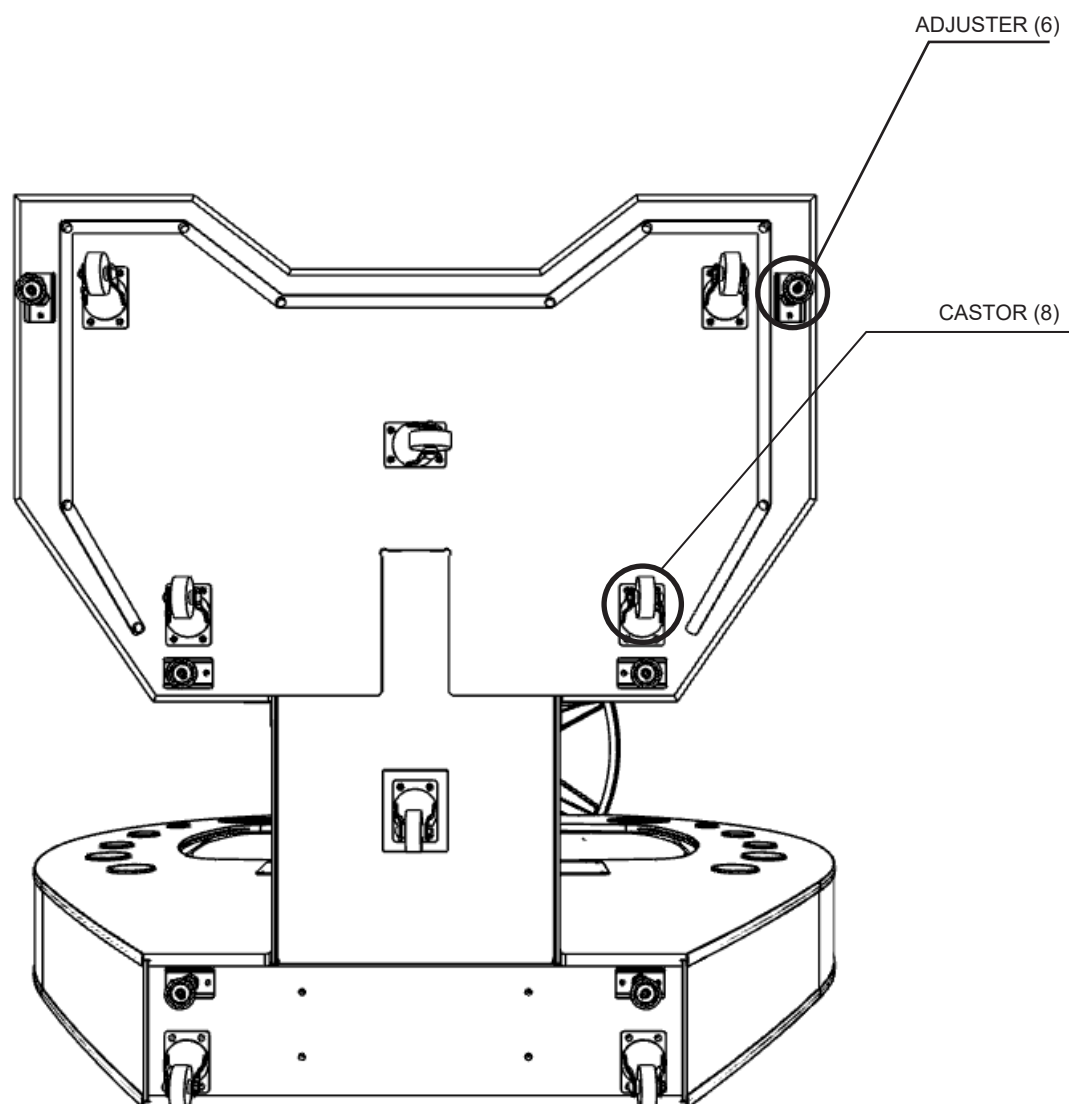
6-4 FIXATION TO INSTALLATION SITE

WARNING

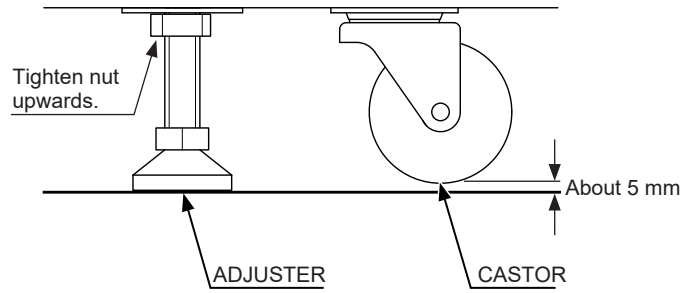
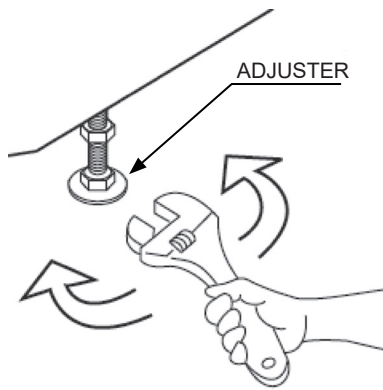
Make sure that all the adjusters contact the floor. Otherwise the cabinet could move, causing an accident

The product comes with castors attached at 8 locations and adjusters at 6 locations.

When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of about 5 mm between the floor and the castors and adjust the unit so that it will remain level.



- 1** Move the product to the installation site. If the product is to be installed near a wall, secure enough passage-way space for players to access the seat. You must also secure a 15cm space between the back wall and the back of the cabinet for ventilation.
- 2** Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the cabinet is perfectly level.
- 3** After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights.



6-5 CONNECTION OF POWER AND GROUND CABLES

(Only applies where an integral earth is not present in the mains/power lead)

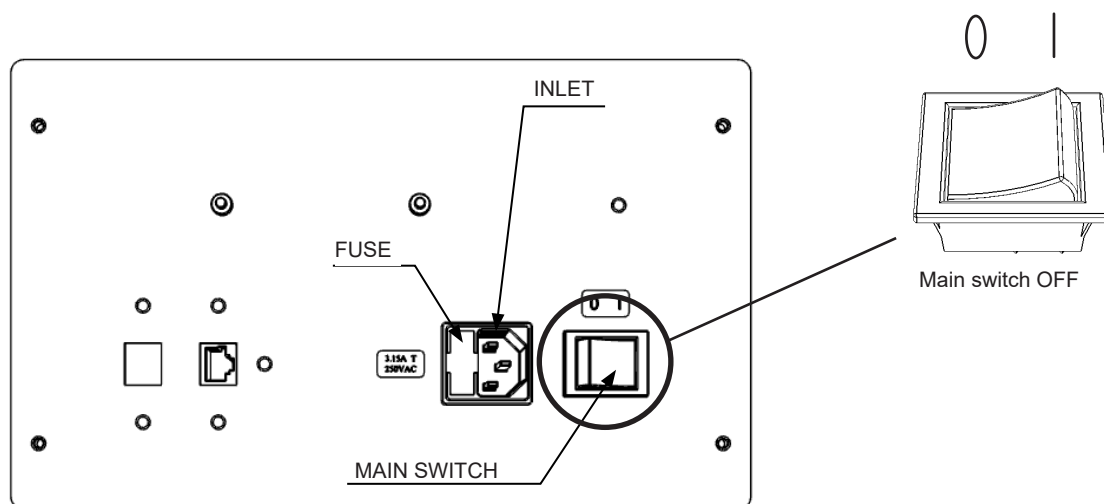
WARNING

- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage
- Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable
- Do not expose the power cord or ground wire. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them
- After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock
- When using the product's AC unit ground terminal, use ground wire with a circular terminal as shown in the illustration, and establish ground securely. Avoid indiscriminate grounding operations such as use of wire with only its sheath peeled off

IMPORTANT

If grounding has been established with the ground wire inside the power cord, do not perform grounding with the AC unit ground terminal. Conversely, if the AC unit ground terminal has been used for grounding, do not establish ground with the ground wire in the power cord. Otherwise there could be faulty or erroneous operations

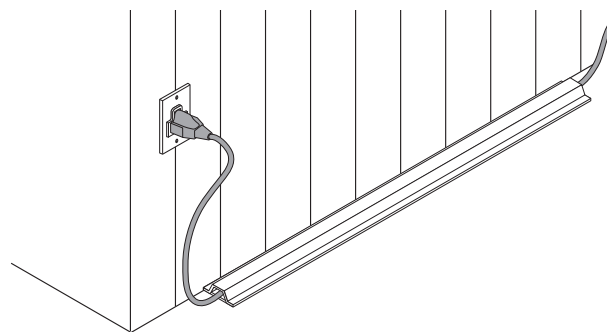
- 1 Confirm that the main switch is at OFF.



- 2 Fully insert the power cord connector on the side opposite the power plug into the AC unit inlet.

- 3 Fully insert the power cord plug into the outlet.

- 4 The power cord is laid out indoors. Protect the power cord by attaching wire cover to it. If ground will be established with a ground wire made available separately, lay out the ground wire indoors and have it protected.

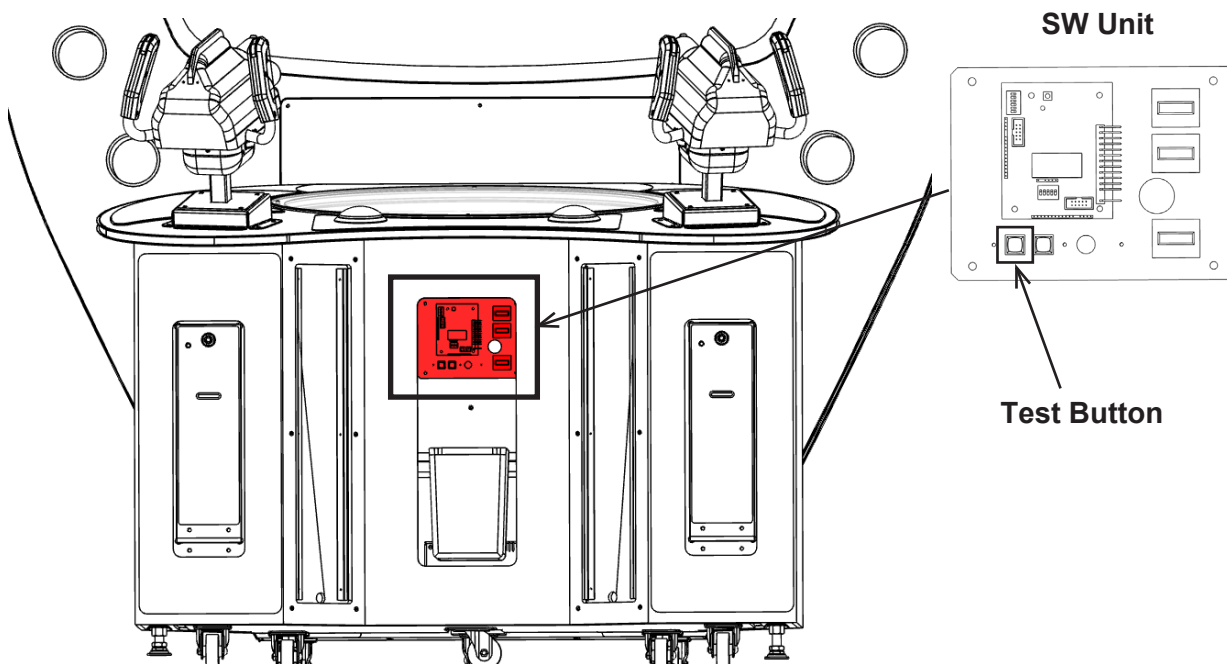


6-6 CONFIRMATION OF INSTALLATION

Use Test Mode to confirm that assembly is correct, and that connecting boards and input/output devices are normal. See Chapter 9 “Test and Service Data” for more information on each individual test.

Perform the following tests in test mode:

- 1 Unlock and open the Coin Door to access the SW Unit. Press the Test Button to enter Test Mode (for a diagram of the SW Unit, see Chapter 9)



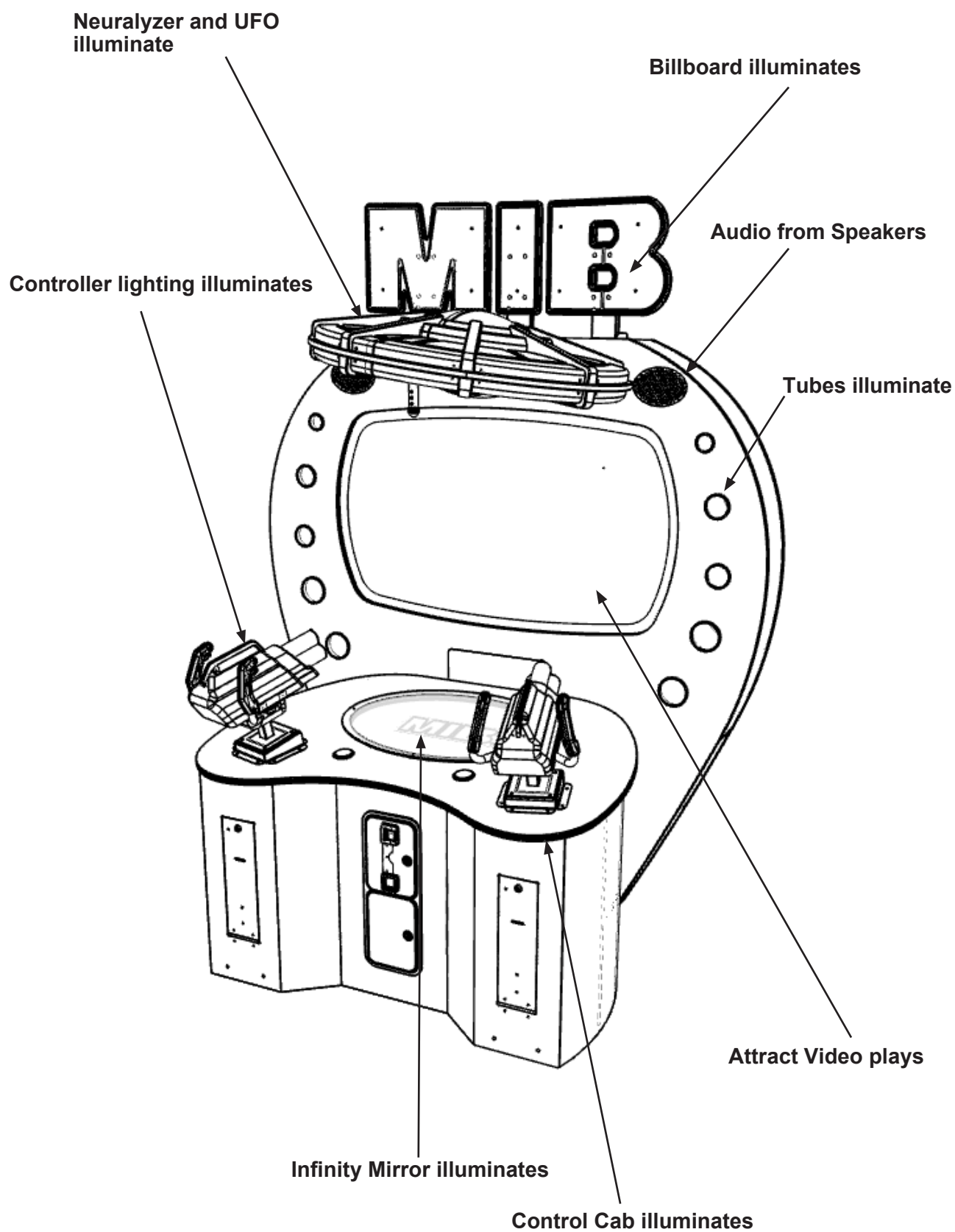
- 2 Enter the “Input” section of the Test Menu and ensure all controllers, buttons and ticket optos work correctly

- 3 Enter the “Output” section of the Test Menu and ensure all lighting and ticket meters work correctly

- 4 Enter the “Sound” section of the Test Menu and ensure all audio devices are working correctly

6-7 COMPONENTS THAT CHANGE STATE UPON POWERING UP

6 ASSEMBLY AND INSTALLATION



7 PRECAUTIONS WHEN MOVING

7-1 MOVING THE MACHINE

WARNING

- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock
- To move the unit over the floor, pull in the adjusters and have the castors contact the floor. While moving the unit, be careful that the castors do not roll over the power cord or the ground wire. If cord or wire is damaged, there could be electrical shocks and/or short circuits
- When crossing a sloped or stepped area, disconnect the Monitor Cabinet and Control Cabinet. If you tilt them while connected together, the connection points may be damaged and personnel could be injured
- When tilting the Cabinet to move it across a sloped or stepped area, always use at least two people. Attempting such an operation alone can lead to accident or injury
- When moving the components separately, take care concerning the direction you push the Monitor and Control Cabinet in. These elements may fall over, causing damage or an accident

CAUTION

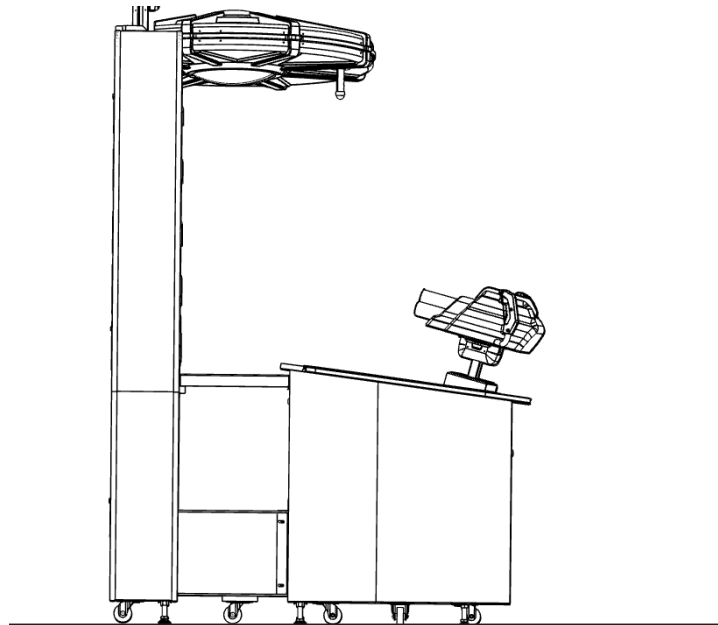
- When moving the components, do not push any of the plastic elements or shaped parts and do not use them to pull the components along. This may damage the parts or the surrounding parts and this could lead to accidents or injury
- After dividing the components to move them, do not use the Control Units in the Control Cabinet to push or pull the cabinet. This may damage or disfigure these parts and lead to malfunctions or injury
- When moving the separated components, be sure to push/pull each cabinet lengthways. Trying to move the cabinet any other way may cause the cabinet to topple over

STOP

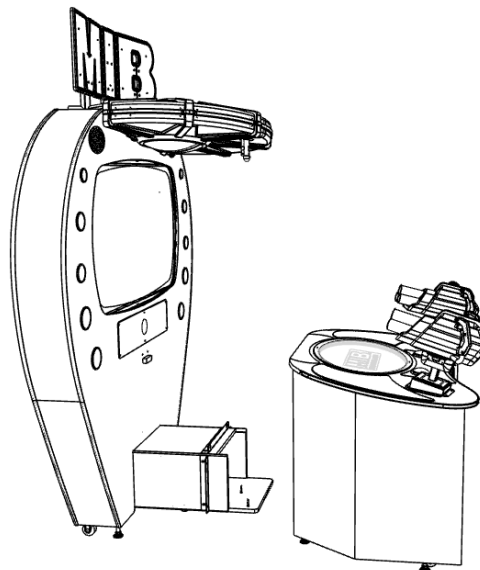
IMPORTANT

7 PRECAUTIONS WHEN MOVING THE MACHINE

- When moving the cabinet, do not hold, push, or pull the Control Units. This may disfigure or damage them
- If you need to move components through a narrow or low door and the only way to get the separated components through is to turn them on their side, or if a separation method other than those described in this Manual is required, either make a request to the office listed in this document or the place of purchase to perform the operation or contact them regarding how to perform it. Carelessly turning the components onto their side or separating them in ways other than those depicted in this Manual may lead to irreparable damage
- Do not press the monitor screen. The screen can be easily damaged and cannot be repaired if it is, meaning complete replacement will be necessary



Move with the castors touching the floor



Separate components when moving over a sloped or stepped area.

8 GAME DESCRIPTION

8-1 GAME OUTLINE



Men in Black arcade is an on-rails, video redemption, shooting game. Players will move through an environment on a pre-defined route shooting aliens to accrue score, this score directly relates to a ticket reward. A 'super bonus' of additional tickets will be awarded to players earning above a pre-set score within a level.

8-2 GAME FEATURES



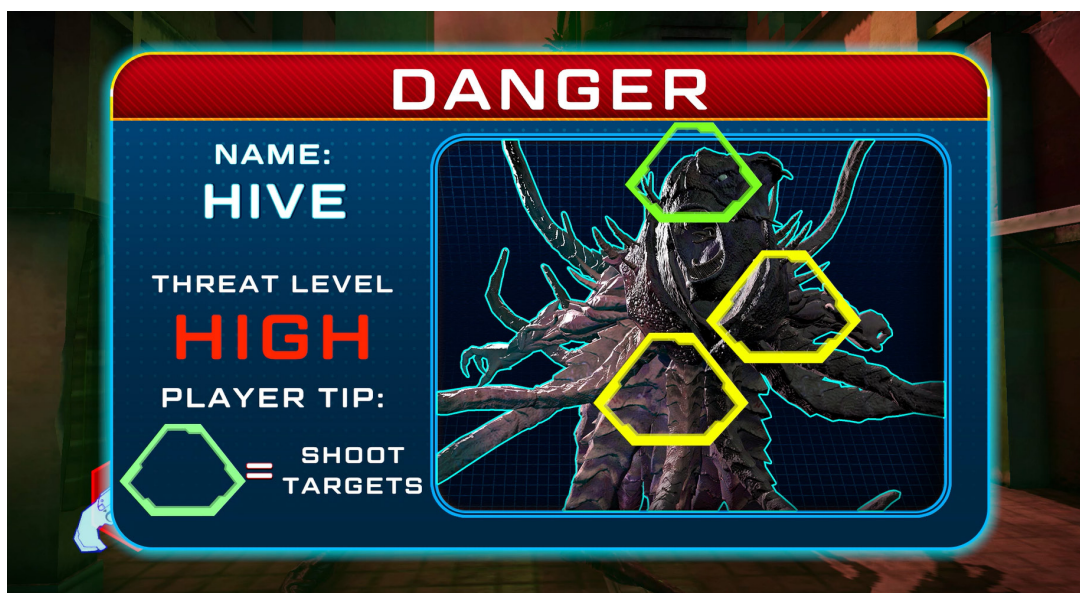
This game can be played by one or two players simultaneously. Players will not be able to join a solo game in progress but will be offered the opportunity to 'wait for the next mission'. When played solo the player will have an AI companion that will defeat enemies (except bosses) and any damage dealt by them will be attributed to their own "unseen" score (AI score will not be awarded/calculated after the game).

When played co-op, aliens will have more health and the score value of each alien will be divided amongst the players based on the percentage damage they dealt to that alien. Players will also receive additional score when they hit an alien.

Example

- Alien = 100 points
- Player 1 dealt 45% damage = 45 Points
- Player 2 dealt 55% damage = 55 points

At the end of the level, player(s) will face a Boss alien.



Boss aliens are worth a greater number of points than those faced in the level.

Once the level has been completed and the boss has either escaped or been destroyed, a player will be awarded a grade for their performance in the level. This is based on how many enemies each player has defeated and the accrued score.

Being hit by an enemy will not reduce score, but will momentarily stun the player, potentially causing enemies to escape and for scoring opportunities to be missed.

Players who defeat the Boss alien can receive the top ranking.



At the end of the game, Players will be given their score and ticket totals. They will immediately receive their ticket payout.



Players can then insert another Credit if they wish to Continue. If no Credit is added and Start is not pressed, the Game will end and return to Attract.



9 EXPLANATION OF TEST AND DATA DISPLAY

WARNING

Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits

CAUTION

- Be careful that your finger or hand does not get caught when opening/closing the coin chute door
- Operating the TEST Button and SERVICE Button during Test Mode may be slightly uncomfortable. Take care not to hurt your shoulder or back, or scratch yourself on any parts of the cabinet

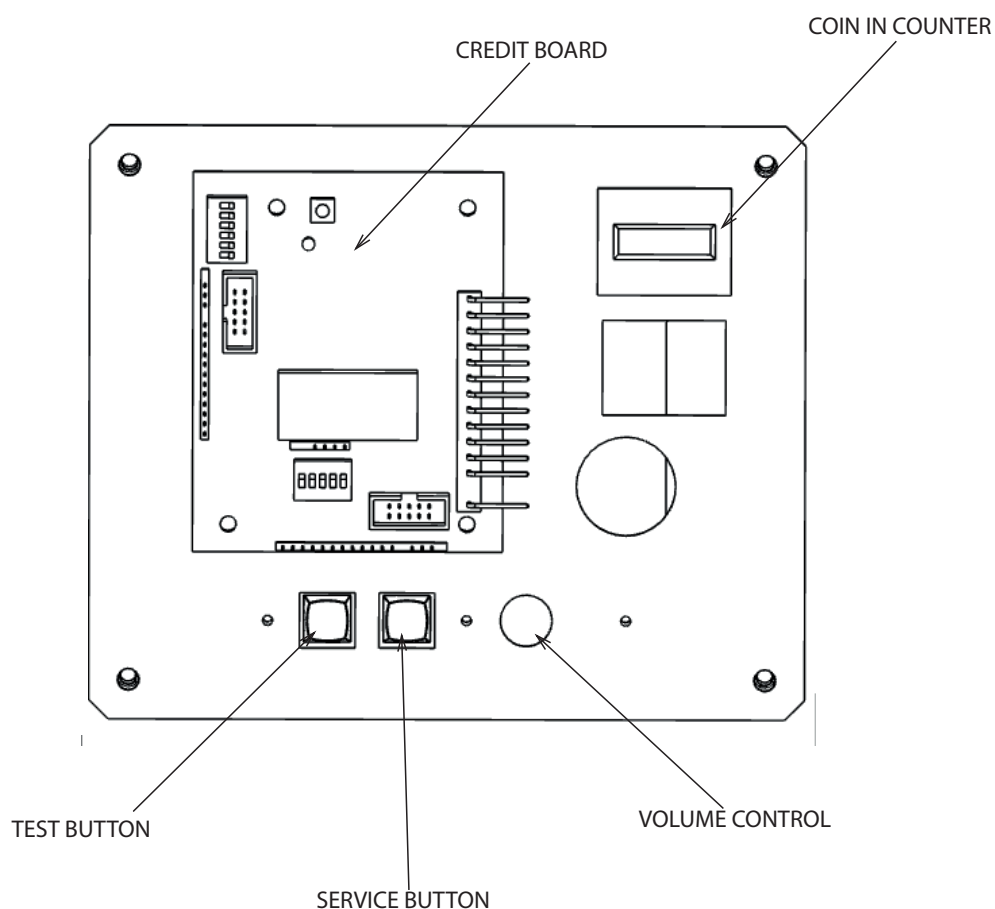
IMPORTANT

- When you enter the Test Mode, Fractional Coin data is erased
- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location
- Removing the Coin Meter circuitry renders the game inoperable

Perform tests and data checks periodically by manipulating the TEST Button and SERVICE Button in the cabinet. Follow the instructions in this chapter to conduct checks when the game machine is first installed, when money is being collected, or when the game machine does not operate properly.

9-1 SWITCH UNIT AND COIN METER

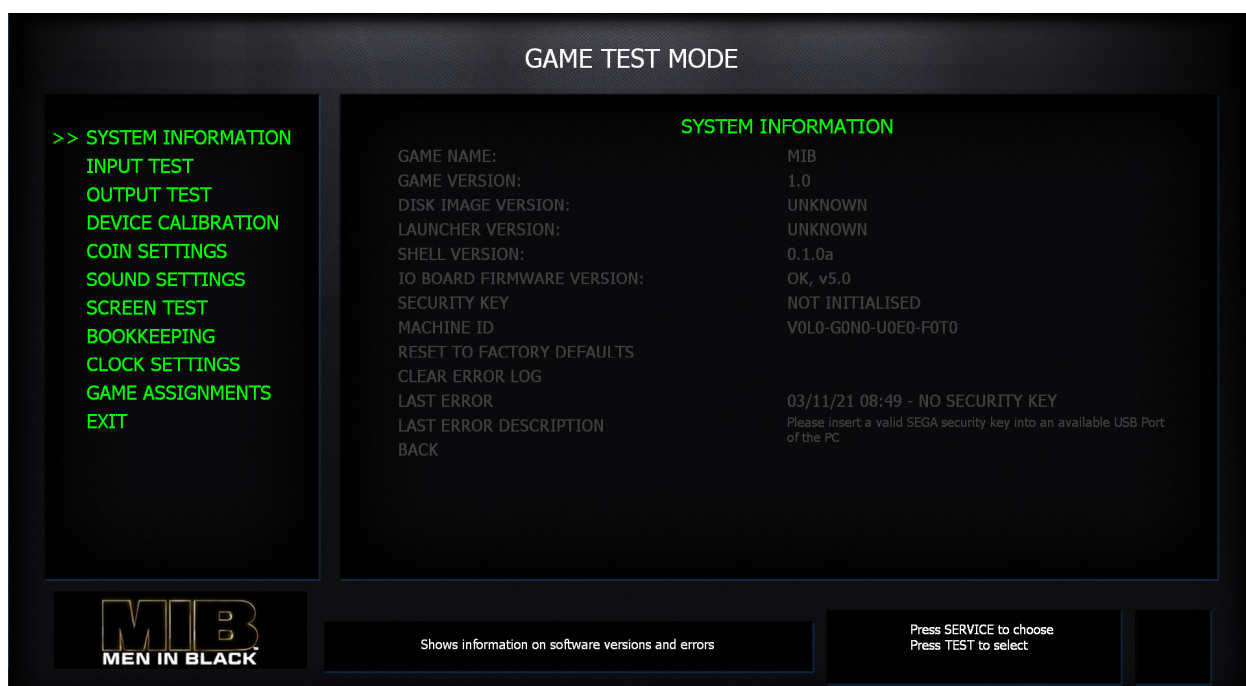
The Switch Unit and Counters are housed within the Coin Tower. To access these controls you will need to open the Coin Door. The switches and counters can be found directly on the rear face of the Tower.



DEVICE	FUNCTION
TEST BUTTON	Press to enter TEST MODE - Also used to enter choices selected within TEST MODE
SERVICE BUTTON	Press for SERVICE CREDIT - Also used to scroll through TEST MENUs
COIN IN COUNTER	Counts inserted coins (£0.10 or \$0.10 = 1 count)
VOLUME CONTROL	Adjusts audio level

9-2 GAME TEST MODE

This is the main Test Mode menu. Here you can access a number of different sub menus to test different aspects of the Cabinet to ensure they are all working correctly.

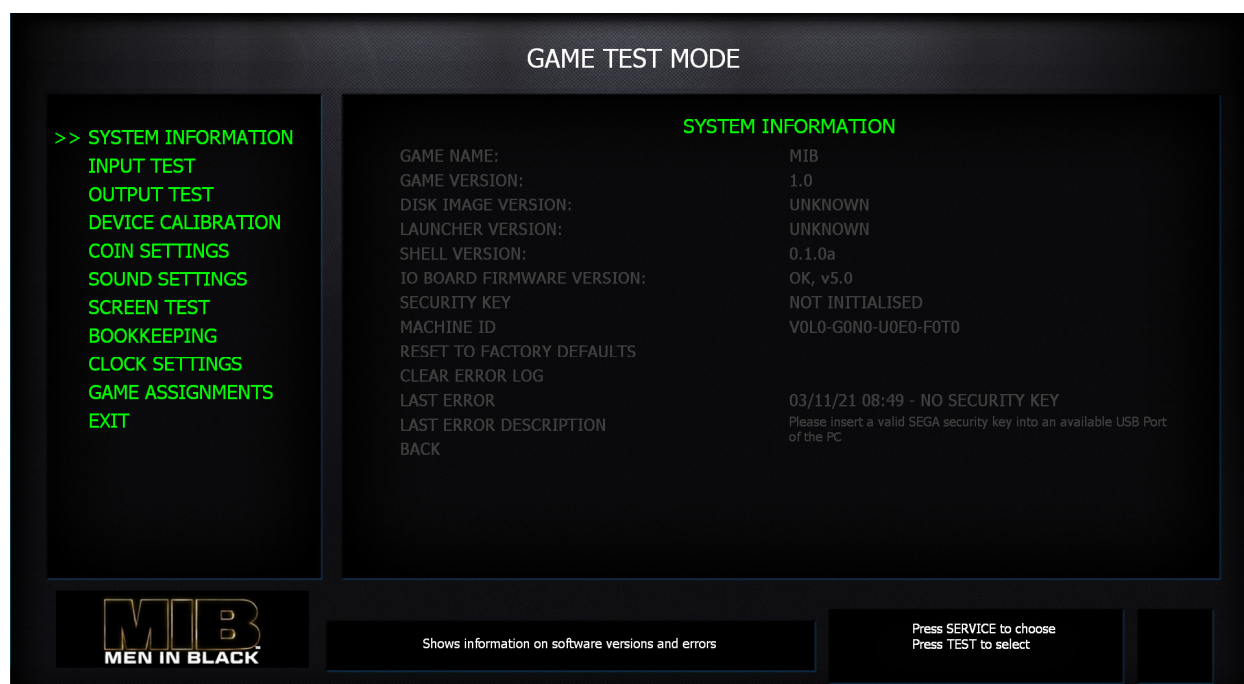


Use Service to cycle through items. Use Test to select an item and view that item's sub-menu. Select EXIT to return to Game.

System Information	Displays software and hardware version numbers
Input Test	Test all input devices like Buttons and Triggers
Output Test	Test all output devices like Speakers and LEDs
Device Calibration	Use this menu to calibrate any Control Units
Coin Settings	Tracks all Credit entries and change Coin to Credit ratio
Screen Test	Test all screen variables (brightness, contrast, alignment)
Bookkeeping	See all Cabinet statistics (Credits, average play time, Continue Ratio, etc.)
Clock Settings	Adjust Cabinet internal clock
Game Assignments	Adjust Game settings (Difficulty, Swipe Card, Super Bonus, etc)

9-3 SYSTEM INFORMATION

This menu displays information about the Cabinet specs and hardware.



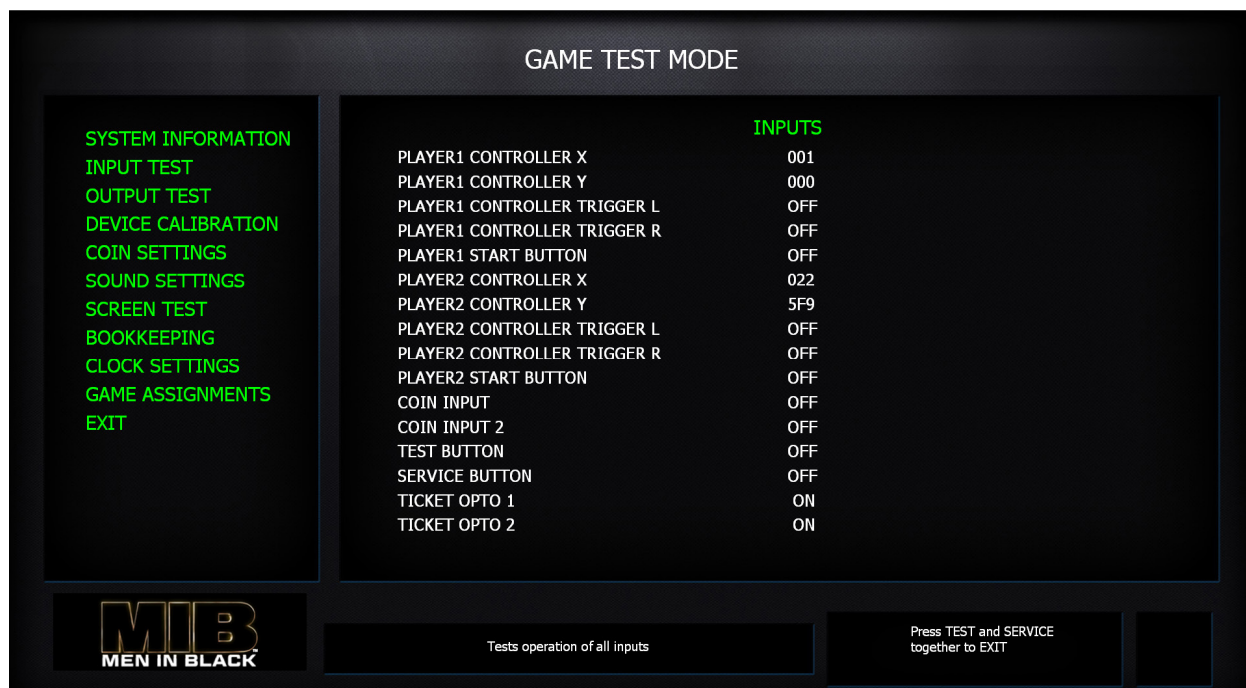
Use the Service button to cycle through the options and the Test button to select an option.

Game Name	Name of installed game software
Game Version	Game software version number
Disk Image Version	Disk Image version of Game Board
Launcher Version	Software Launcher version number
Shell Version	Game Shell version number
IO Board Firmware version	Version number for IO Firmware
Security Key	Displays whether Security Key is detected/correct, missing, or invalid
Machine ID	ID Number for Cabinet
Reset to Factory Defaults	Restore all settings to defaults set at factory prior to shipping (requires confirmation)
Clear Error Log	Wipe error log (requires confirmation)
Last Error	Date of last error and brief description
Last Error Description	Description of error and potential resolution
Back	Return to Main Test Menu

9-4 INPUT TEST

This menu tests the input function of controller triggers, buttons, and coin insertion.

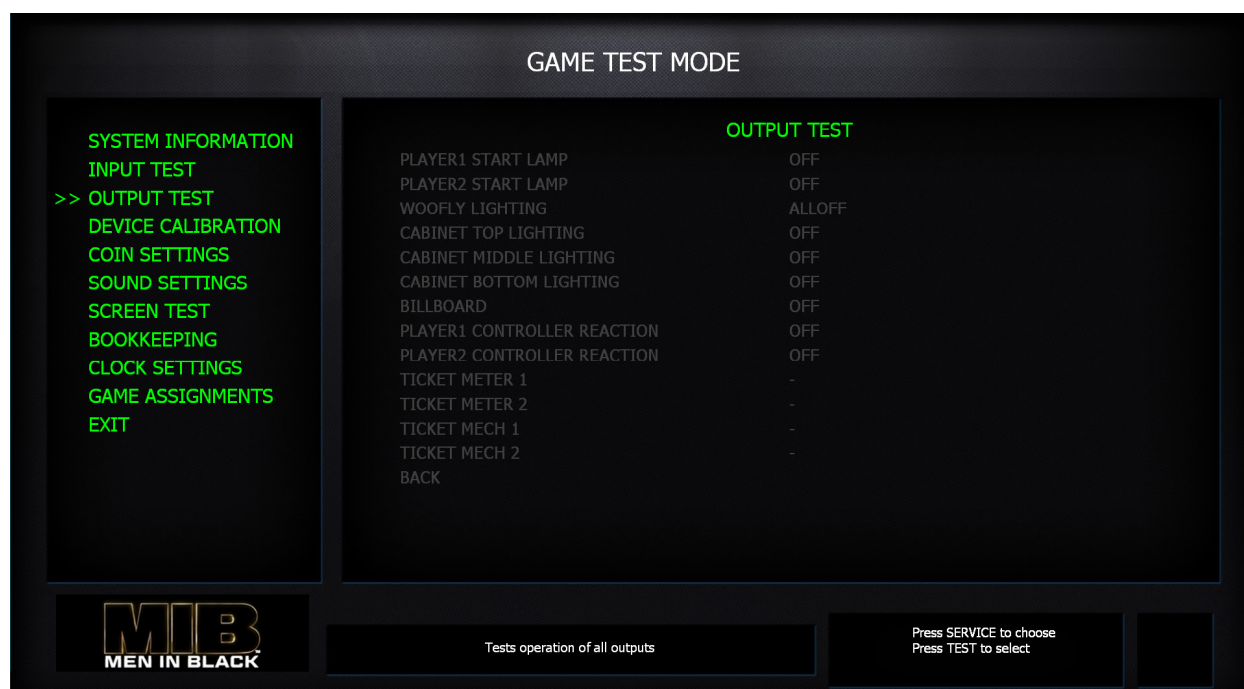
Note: Press the **Test** and **Service Button** together at the same time to exit this menu.



Player 1 Controller X	Shows co-ordinates of P1 Controller X Axis
Player 1 Controller Y	Shows co-ordinates of P1 Controller Y Axis
Player 1 Controller Trigger L	ON = P1 Controller Trigger L Pressed - OFF = Not Pressed
Player 1 Controller Trigger R	ON = P1 Controller Trigger R Pressed - OFF = Not Pressed
Player 1 Start Button	ON = P1 Start Button Pressed - OFF = Not Pressed
Player 2 Controller X	Shows co-ordinates of P2 Controller X Axis
Player 2 Controller Y	Shows co-ordinates of P2 Controller Y Axis
Player 2 Controller Trigger L	ON = P2 Controller Trigger L Pressed - OFF = Not Pressed
Player 2 Controller Trigger R	ON = P2 Controller Trigger R Pressed - OFF = Not Pressed
Player 2 Start Button	ON = P2 Start Button Pressed - OFF = Not Pressed
Coin Input	ON = Coin inserted into Coin Chute - OFF = No Coin inserted
Coin Input 2	ON = Coin inserted into Coin Chute - OFF = No Coin inserted
Test Button	ON = Test Button Pressed - OFF = Not Pressed
Service Button	ON = Service Button Pressed - OFF = Not Pressed
Ticket Opto 1	ON = Ticket Opto 1 is dispensing tickets - OFF = Not dispensing
Ticket Opto 2	ON = Ticket Opto 2 is dispensing tickets - OFF = Not dispensing

9-5 OUTPUT TEST

This menu tests the output functions of lighting, controllers, and ticket mechs.

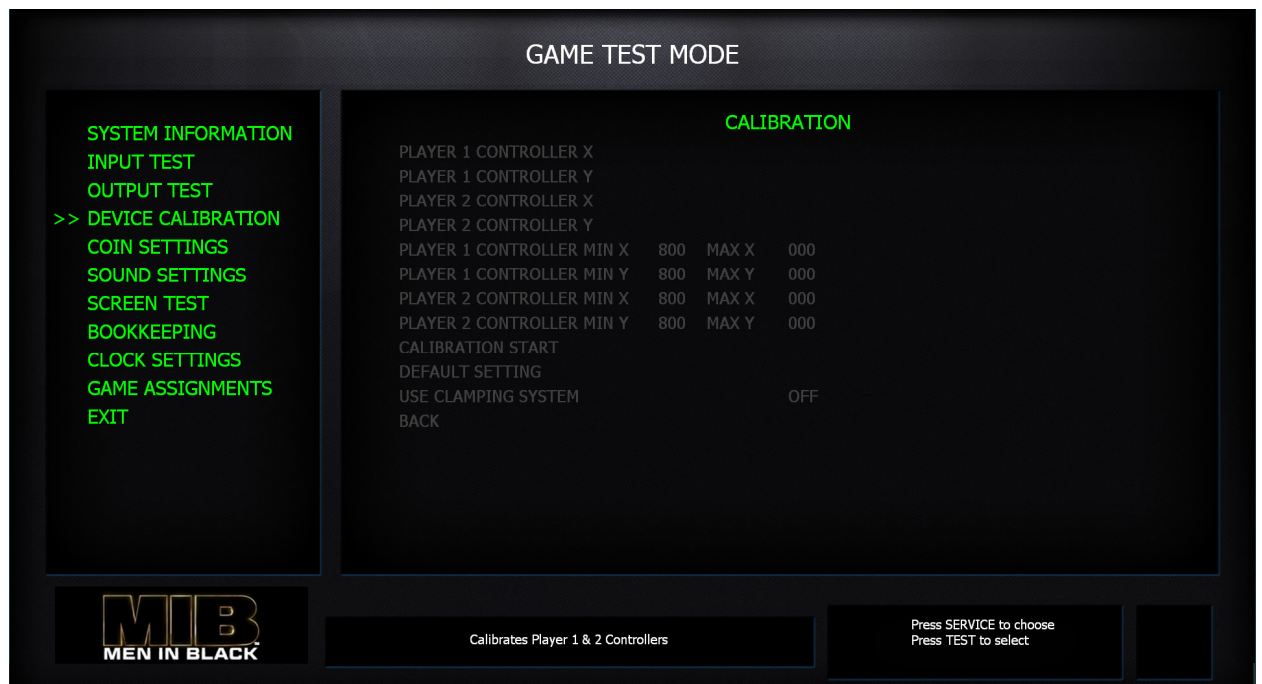


9 EXPLANATION OF TEST AND DATA DISPLAY

Player 1 Start Lamp	ON = P1 Start Lamp illuminated - OFF = P1 Start Lamp off
Player 2 Start Lamp	ON = P2 Start Lamp illuminated - OFF = P2 Start Lamp off
Woofly Lighting	Test all gameplay related lighting for Controllers, Cab, and Infinity Mirror
Cabinet Top Lighting	Tests RGB lighting for top 2 tubes (RED-GREEN-BLUE-OFF)
Cabinet Middle Lighting	Tests RGB lighting for middle 2 tubes (RED-GREEN-BLUE-OFF)
Cabinet Bottom Lighting	Tests RGB lighting for bottom tube (RED-GREEN-BLUE-OFF)
Billboard	ON = Billboard lighting illuminates - OFF = Billboard lighting off
P1 Controller Reaction	ON = Activates Solenoid in P1 Controller - OFF = No reaction
P2 Controller Reaction	ON = Activates Solenoid in P2 Controller - OFF = No reaction
Ticket Meter 1	Increase Ticket Counter by increments of 1 for Player 1
Ticket Meter 2	Increase Ticket Counter by increments of 1 for Player 2
Ticket Mech 1	Vend ticket from Ticket Mech 1 (Player 1)
Ticket Mech 2	Vend ticket from Ticket Mech 2 (Player 2)
Back	Return to Main Test Menu

9-6 CALIBRATION TEST

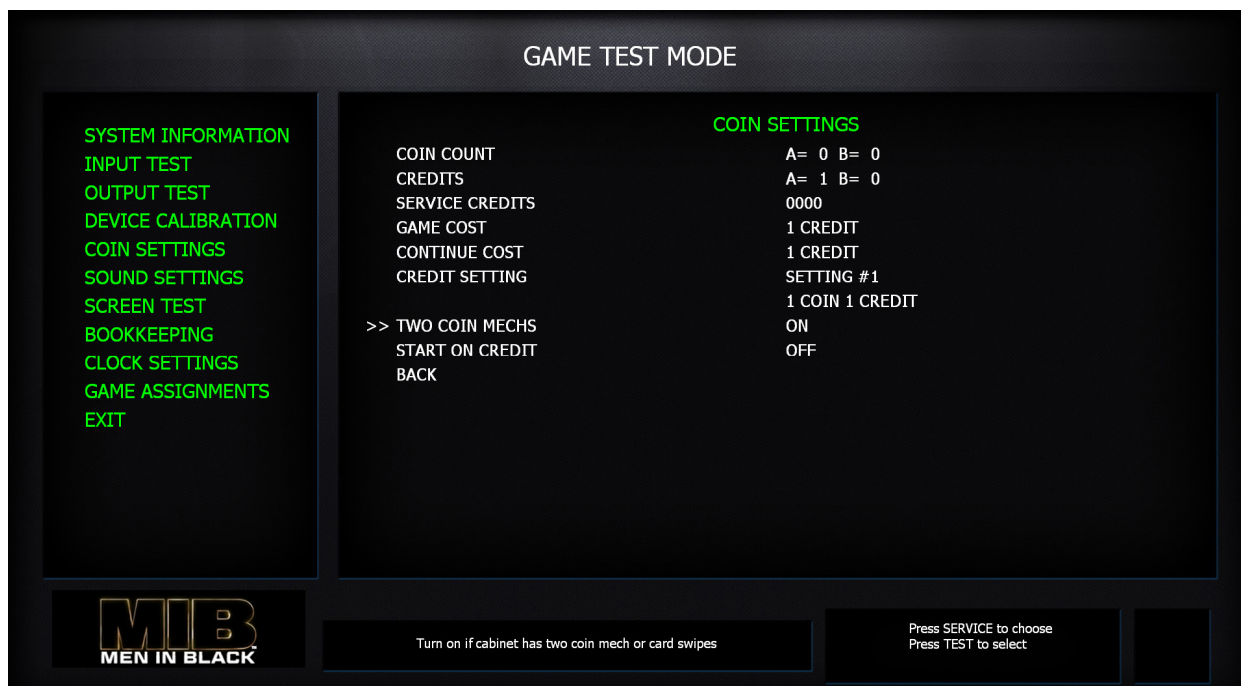
This menu allows you to calibrate the control units.



Player 1 Controller X	Positional value of P1 X axis
Player 1 Controller Y	Positional value of P1 Y axis
Player 2 Controller X	Positional value of P2 X axis
Player 2 Controller Y	Positional value of P2 Y axis
P1 Controller Min X Max X	Minimum and maximum values P1 X values can be
P1 Controller Min Y Max Y	Minimum and maximum values P1 Y values can be
P2 Controller Min X Max X	Minimum and maximum values P2 X values can be
P2 Controller Min Y Max Y	Minimum and maximum values P2 Y values can be
Calibration Start	Initiate Calibration sequence (follow on-screen instructions to recalibrate Controllers)
Default Setting	Revert both P1 and P2 Controller Axis values to default values
Use Clamping System	N/A
Back	Return to Main Test Menu

9-7 COIN TEST

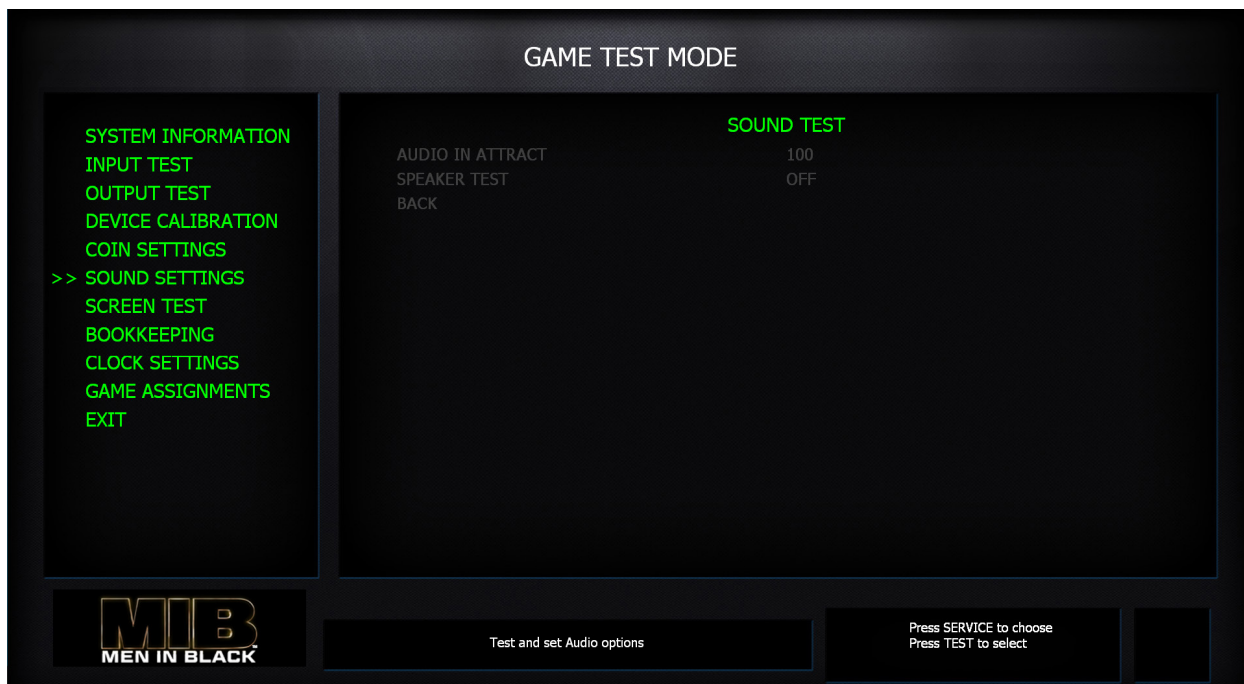
This menu allows you to see the total amount of credits and set the coin to credit ratio.



Coin Count	Amount of Coins the Cab has received (A = P1 - B = P2)
Credits	Amount of standard Credits the Cab has received (A = P1 - B = P2)
Service Credits	Amount of Service Credits the Cab has received
Game Cost	Set Cost of Game from Attract
Continue Cost	Set Cost of Continue Game
Credit Setting	Set Coin to Credit ratio
Setting 1	1 Coin - 1 Credit
Setting 2	2 Coins - 1 Credit
Setting 3	3 Coins - 1 Credit
Setting 4	4 Coins - 1 Credit
Setting 5	5 Coins - 1 Credit
Setting 6	1 Coin - 2 Credits
Setting 7	1 Coin - 3 Credits
Setting 8	1 Coin - 4 Credits
Setting 9	1 Coin - 5 Credits
Setting 10	Freeplay
Two Coin Mechs	ON = Both Coin Mechs active - OFF = One Coin Mech active
Start on Credit	ON = Game starts when Credit is received - OFF = Credit is retained until Start Button is pressed

9-8 SOUND TEST

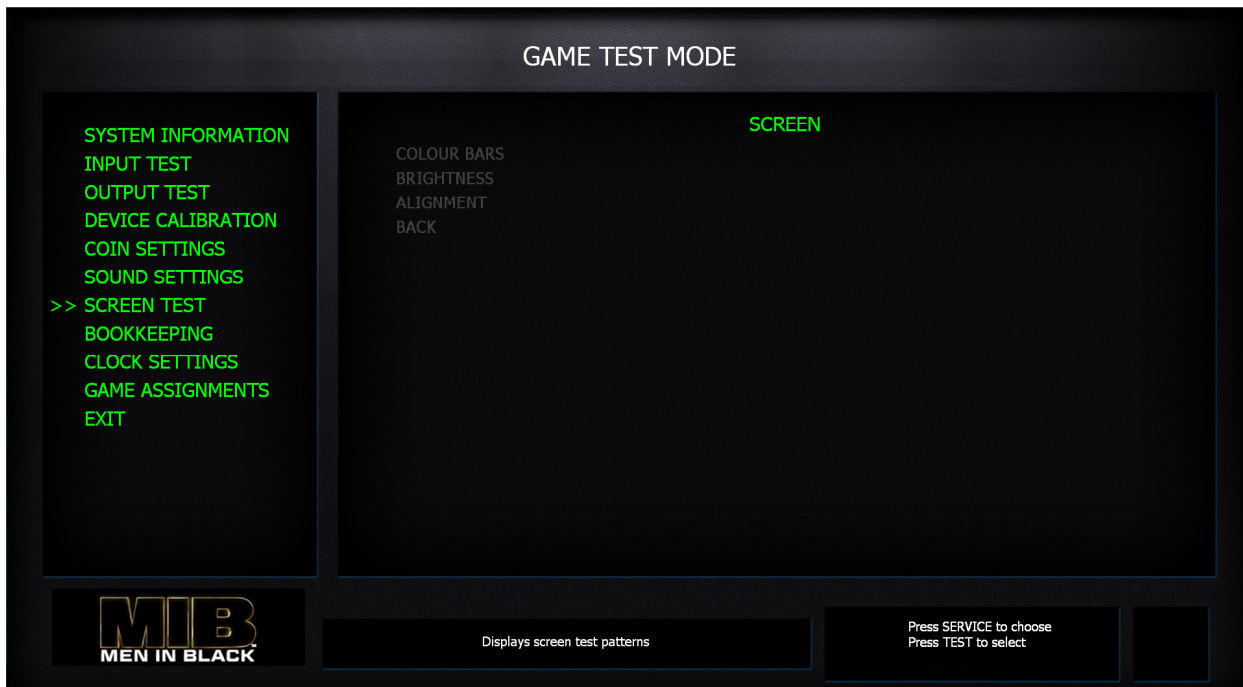
This menu allows you to see test all audio devices and set the attract volume.



Audio in Attract	Set volume of Attract video (OFF - 100 in increments of 10)
Speaker Test	Test Speaker function/noise level (ON = Speaker plays audio clip - OFF = No audio)
Back	Return to Main Test Menu

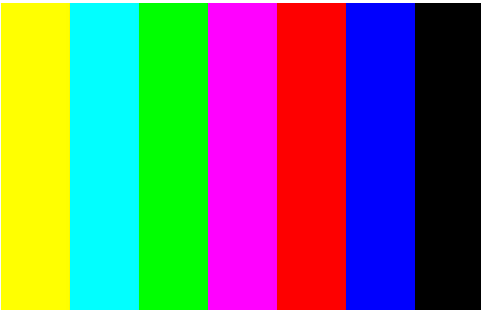
9-9 SCREEN TEST

This menu allows you to adjust the screen variables like brightness and colour.



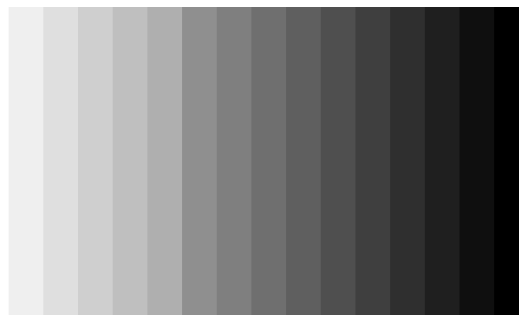
Colour Bars:

Selecting this will display the following screen:



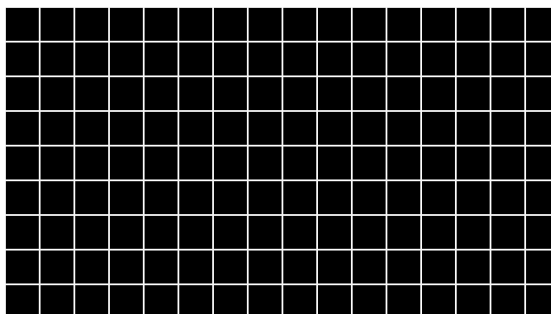
Brightness:

Selecting this will display the following screen:



Grid Alignment:

Selecting this will display the following screen:



9-10 BOOKKEEPING

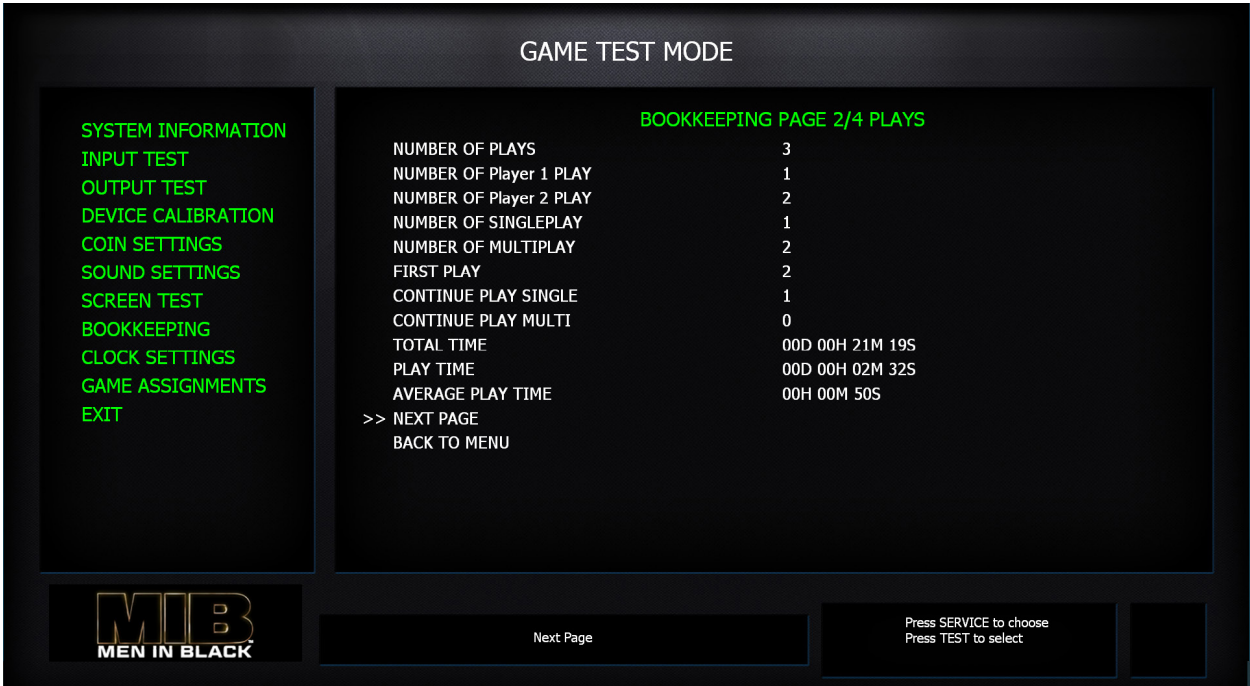
These menus allow you to see Cabinet metrics and statistics.



Coin Credits	Amount of Coin Credits the Cab has received
Service Credits	Amount of Service Credits the Cab has received
Total Credits	Total amount of Credits the Cab has received
Bookkeeping Last Cleared	Date/Time stamp of the last time Bookkeeping was cleared
Clear Bookkeeping	Clear all Bookkeeping statistics (requires confirmation)
Next Page	Proceed to Bookkeeping Page 2
Back to Menu	Return to Main Test Menu

Bookkeeping Page 2

This menu shows the amount of different types of game and their respective play times.



Number of Plays	Total number of games that have been played
Number of Player 1 Play	Total number of games completed by Player 1
Number of Player 2 Play	Total number of games completed by Player 2
Number of Singleplay	Total number of games completed by a solo Player
Number of Multiplay	Total number of games completed by a two Players at once
First Play	Total number of games started from Attract
Continue Play Single	Total number of Continues used by a solo Player
Continue Play Multi	Total number of Continues used in a two Player game
Total Time	Total time the Cabinet has been on
Play Time	Total time the Cabient has been in game
Average Play Time	The average time for a game
Next Page	Proceed to Bookkeeping Page 3
Back to Menu	Return to Main Test Menu

Bookkeeping Page 3

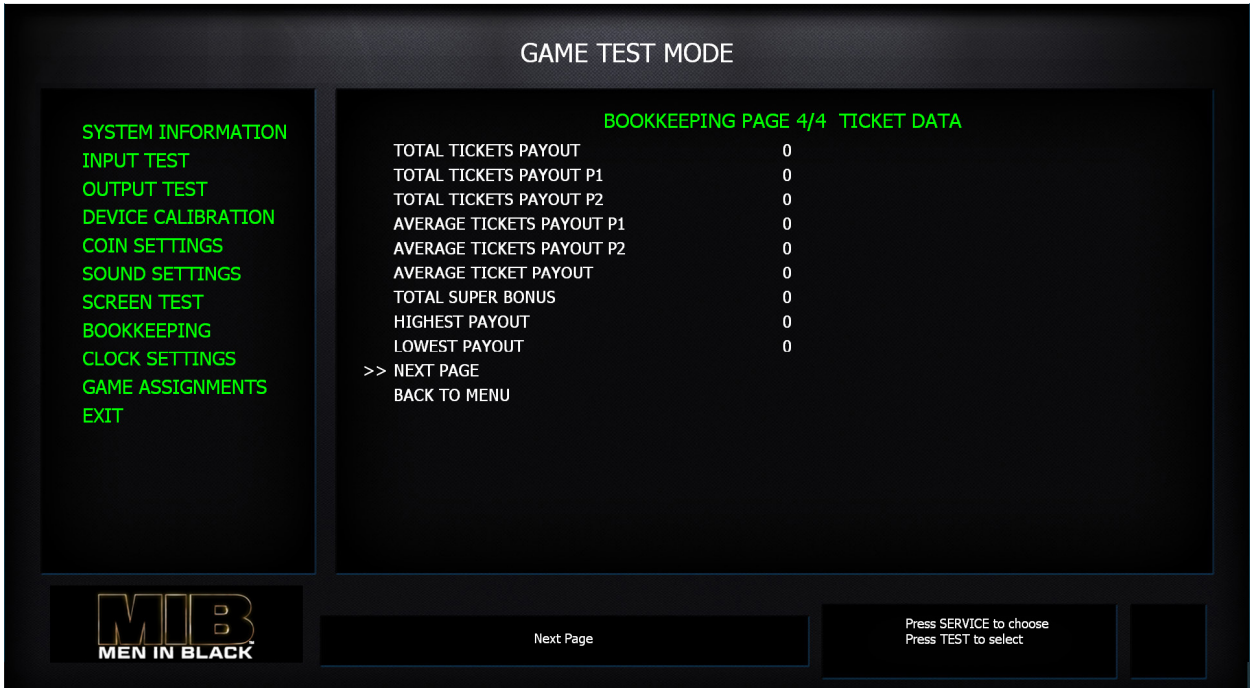
This menu shows the continue ratio data.



Total Continue Ratio	Total Continue Ratio for all games
Total Continue Single Ratio	Total Continue Ratio for Single Player games
Total Continue Multi Ratio	Total Continue Ratio for Multiplayer games
Next Page	Proceed to Bookkeeping Page 4
Back to Menu	Return to Main Test Menu

Bookkeeping Page 4

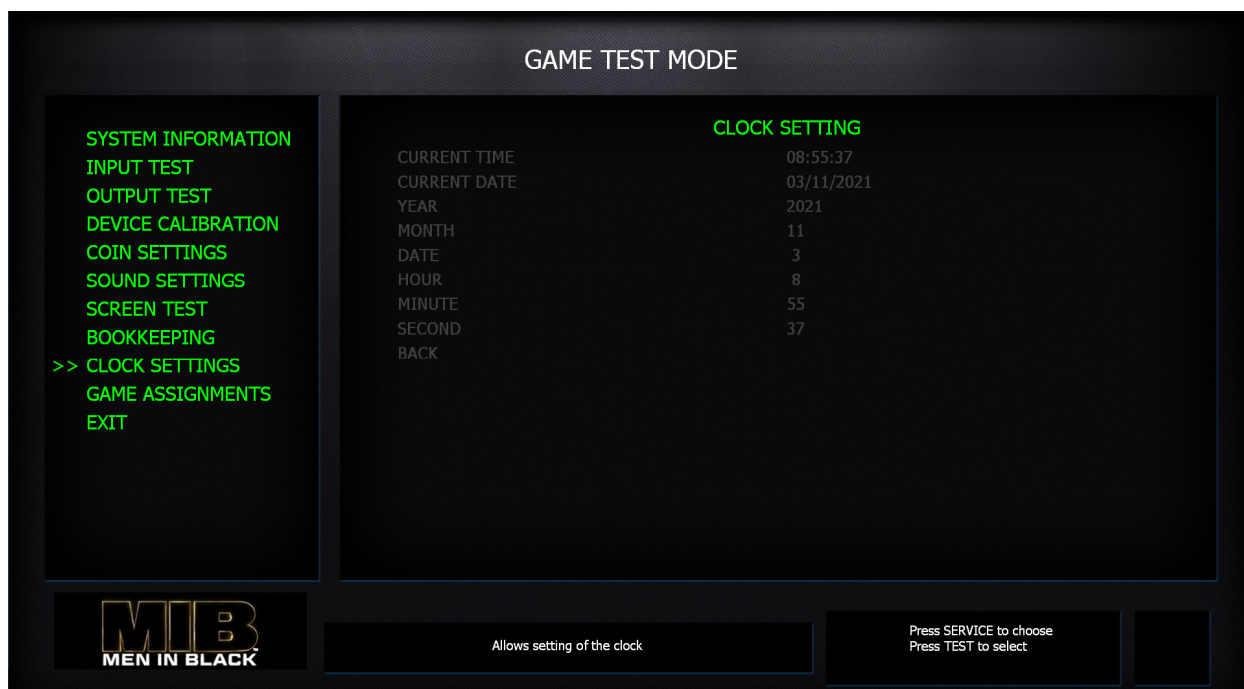
This menu shows ticket payout statistics and the total Super Bonus value.



Total Ticket Payout	The total amount of tickets the Cabinet has dispensed
Total Ticket Payout P1	The total amount of tickets the Cabinet has dispensed for P1
Total Ticket Payout P2	The total amount of tickets the Cabinet has dispensed for P2
Average Ticket Payout P1	The average amount of tickets the Cabinet dispenses for P1
Average Ticket Payout P2	The average amount of tickets the Cabinet dispenses for P2
Average Ticket Payout	The average amount of tickets the Cabinet dispenses in total
Total Super Bonus	The total amount of times the Super Bonus has been achieved
Highest Payout	The highest ticket payout a Player has achieved
Lowest Payout	The lowest ticket payout a Player has achieved
Next Page	Back to Bookkeeping Page 1
Back to Menu	Return to Main Test Menu

9-11 CLOCK TEST

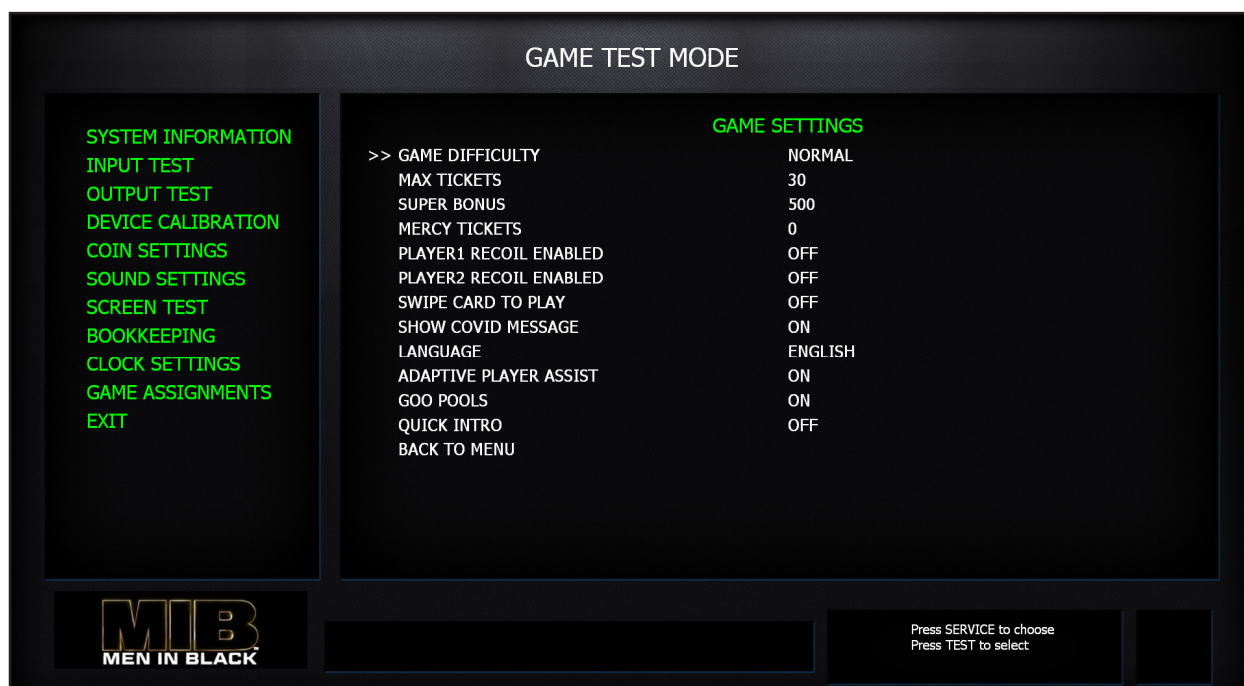
This menu allows you to set the internal Cabinet clock.



Current Time	Displays current time (24 Hour)
Current Date	Displays current Day/Month/Year
Year	Adjust Year
Month	Adjust Month
Date	Adjust Day
Hour	Adjust Hour (24 Hour)
Minute	Adjust Minute
Second	Adjust Second
Back	Return to Main Test Menu

9-12 GAME ASSIGNMENTS

This menu allows you to adjust gameplay variables like language and difficulty.



9 EXPLANATION OF TEST AND DATA DISPLAY

Game Difficulty	Adjust Game difficulty (Damage dealt and Boss Health)
Max Tickets	Set max ticket payout (30-250)
Super Bonus	Set Super Bonus ticket payout amount (5-5000)
Mercy Tickets	Set amount of Mercy Tickets paid out (0-10) - Mercy Tickets are paid out if a Player scores 0 points
Player 1 Recoil Enabled	Set whether Player 1 has recoil enabled on their Controller (ON-OFF)
Player 2 Recoil Enabled	Set whether Player 2 has recoil enabled on their Controller (ON-OFF)
Swipe Card to Play	Set whether Game accepts Coins or Swipe Card as Credit (ON-OFF)
Show Covid Message	Set whether the social distancing Covid message is displayed during the Attract sequence (ON-OFF)
Language	Set the language for audio and displayed text (English-Turkish-Spanish)
Adaptive Difficulty	Sets whether the game gets easier or harder depending on Player's performance (ON-OFF)
Goo Pools	Sets whether pools of Goo appear when enemies are defeated (ON-OFF)
Back to Menu	Return to Main Test Menu

10 VIDEO DISPLAY

CAUTION

The LCD display screen is adjusted prior to leaving the factory.

Avoid any unnecessary adjustment

IMPORTANT

- If the adjustment method in this Manual does not resolve the problem, contact the customer service number in this Manual or your supplier
- Do not stick tape, stickers or anything else onto the screen. Any kind of adhesive may damage the surface of the screen

10-1 GENERAL DESCRIPTION

This specification applies to the **54.6 inch Color TFT-LCD Module P550HVN02.0**.

This LCD module has a TFT active matrix type liquid crystal panel 1920x1080 pixels, and diagonal size of 54.6 inch.

This module supports 1920x1080 mode. Each pixel is divided into Red, Green and Blue sub-pixels or dots which are arranged in vertical stripes. Gray scale or the brightness of the sub-pixel color is determined with a 10-bit gray scale signal for each dot.

The P550HVN02.0 has been designed to apply the 10-bit 2 channel LVDS interface method. It is intended to support displays which have high brightness, wide viewing angle, high color saturation, and high color depth.

* General Information

Items	Specification	Unit	Note
Active Screen Size	54.6	Inch	
Display Area	1209.6(H) x 680.4(V)	mm	
Outline Dimension	1235.6(H) x 706.4(V) x 25.5(D)	mm	1
Driver Element	a-Si TFT active matrix		
Display Colors	10 bit (8bit+FRC), 1073.7M	Colors	
Number of Pixels	1920x1080	Pixel	
Pixel Pitch	0.21 (H) x 0.63(W)	mm	
Pixel Arrangement	RGB vertical stripe		
Display Operation Mode	Normally Black		
Display Orientation	Landscape/Portrait Enable		
Surface Treatment	AG		Haze = 11%

10-2 CLEANING THE SCREEN

CAUTION

- Since the LCD display screen is susceptible to damage, pay careful attention to its handling. When cleaning, refrain from using water or volatile chemicals
- Do not climb onto the control panel. This could lead to injuries, such as bumping your head
- When reaching across the control panel to clean the screen there is a risk of hurting your shoulder or arm. Use a mop with a non-feathery, soft, dry cloth mop head and wipe the surface of the screen

When the screen surface becomes dirty, clean it by using a soft cloth such as gauze. When water, and volatile chemicals such as benzene, thinner, etc., spill on the screen surface, it may be subject to damage. Therefore, do not use them.

Also, since the surfaces are susceptible to damage, refrain from rubbing them with a hard material or using a duster. If the screen is especially dirty, call in a professional cleaner.

10-3 ON SCREEN ADJUSTMENT METHOD (OSD)

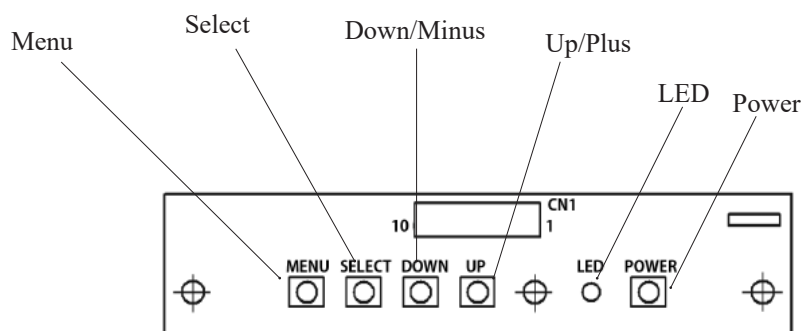
STOP IMPORTANT

- If the adjustment method in this manual does not resolve the problem contact the customer service number in this manual or your supplier
- Do not stick tape, stickers or anything else onto the screen. Any kind of adhesive may damage the surface of the screen
- The screen has been finely adjusted prior leaving the factory. Do not unnecessarily adjust the screen

OSD (On Screen Display)

The OSD offers the user various possibilities of customizing the appearance of the TFT display.

By using the OSD Board, brightness, contrast, input selection, OSD appearance and much more can be adjusted easily.



OSD BOARD

Operation and Buttons

Item	Description
Menu	Enter OSD main menu Leave sub menu Leave OSD main menu
Select	Navigate down in menu
Down/Minus	Navigate left in main menu Decrease value
Up/Plus	Navigate right in main menu Increase value
Power	Turn power on/off
2 colour LED	Red/Green

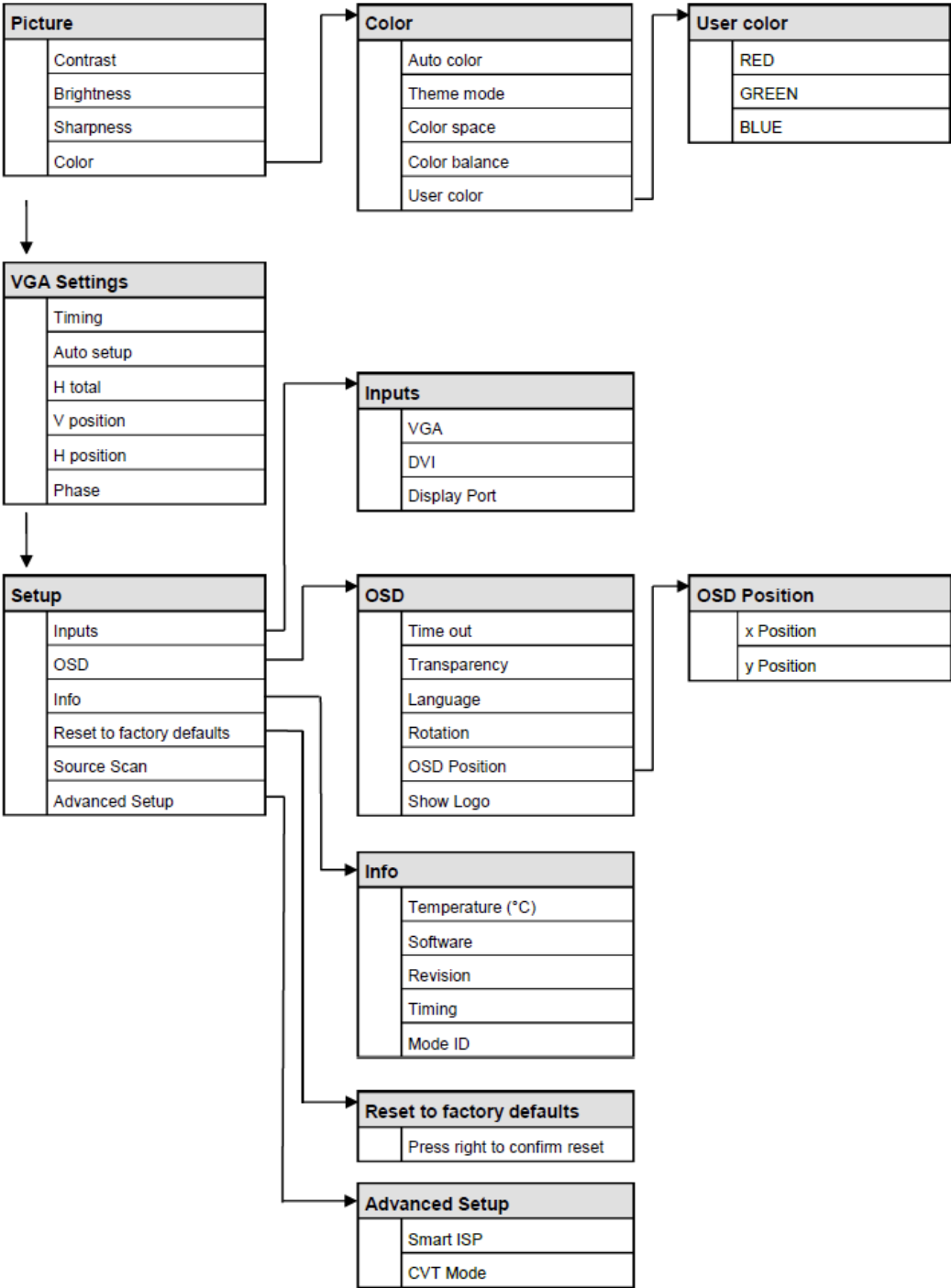
Hot Keys

The OSD offers hot key functions. To access these functions the user must not open the OSD via the Main Menu. The hotkey functions offer direct access to each equivalent function.

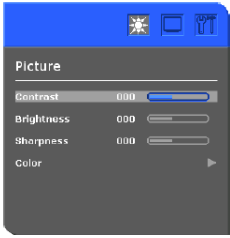
Button	Direct access
Up/Plus	Source select, switch to next input
Down/Minus	Brightness
Select	Auto adjust

OSD Status LED

Condition	Description
Amber flashing	Standby (Searching Input)
Green flashing	Searching display mode (Source)
Green ON	OK (Displaying signal)
Red ON	Power off



Picture Menu

	Picture	Contrast
		Brightness
		Sharpness
		Color

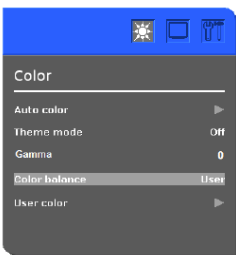
VGA Settings Menu

	VGA Settings	Timing
		Auto setup
		H total
		V position
		H position
		Phase

Setup Menu

	Setup	Inputs
		OSD
		Info
		Reset to factory defaults
		Source scan
		Advanced Setup

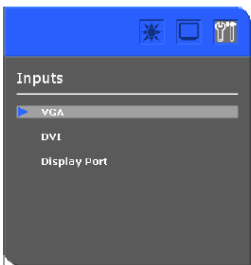
Colour Menu

	Color	Auto color
		Theme mode
		Gamma
		Color balance
		User color

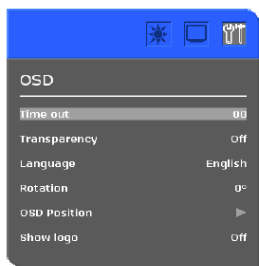
User Colour Menu

	User color	RED
		GREEN
		BLUE

Input Menu

	Inputs	VGA
		DVI
		DisplayPort

OSD Menu

	OSD	Time out
		Transparency
		Language
		Rotation
		OSD Position
		Show logo

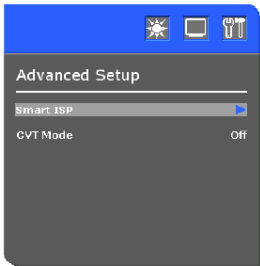
OSD Position Menu

	OSD Position	x Position
		y Position

Info Menu

	Info	Temperature (°C)
		Software
		Revision
		Timing
		Mode ID

Advance Setup Menu

	Advanced Setup	Smart ISP
		CVT Mode

11 CONTROLLER UNIT

11 CONTROL UNIT

WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit
- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire
- Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits
- This work should be performed by Site Maintenance Personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock
- Exercise due caution in performing soldering procedures. If soldering iron is handled carelessly, there could be fires or burns
- Proceed very carefully when heating thermal contraction tube. Careless operations can result in fires or burns

CAUTION

- When fastening plastic parts, be careful not to tighten screws and nuts excessively. Otherwise parts may be damaged, resulting in injuries from fragments, etc
- Be careful not to get hand or finger caught when removing or attaching the parts
- Disconnection and connection of connectors will be performed within the narrow cabinet space. Take due care not to scratch or otherwise injure yourself
- Take care when carrying the removed Control Units. Such heavy lifting carries a risk of injury to back or shoulders

STOP

IMPORTANT

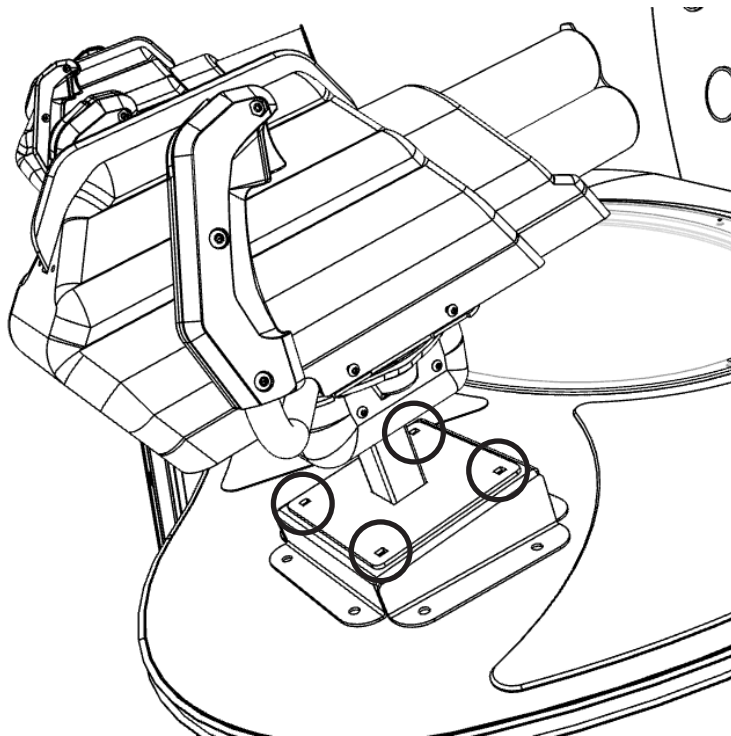
- After the volume has been replaced, be sure to set the volume value on the test mode calibration screen and the input test screen and check variations in the volume value
- After adjusting or replacing a microswitch, always check ON/OFF of the switch on the input test screen of the test mode
- Handle parts inside the Control Unit very carefully. Be especially careful to avoid damage, deformation or loss of these parts. If any one of these parts is lost or defective, it can result in damages and/or faulty operations

If the operability of the Control Unit is unsatisfactory, or if settings on the test mode calibration screen are ineffective, the problem could be a defective mechanism, displacement of the position where volume or microswitch has been fastened, or malfunctioning of volume or microswitch.

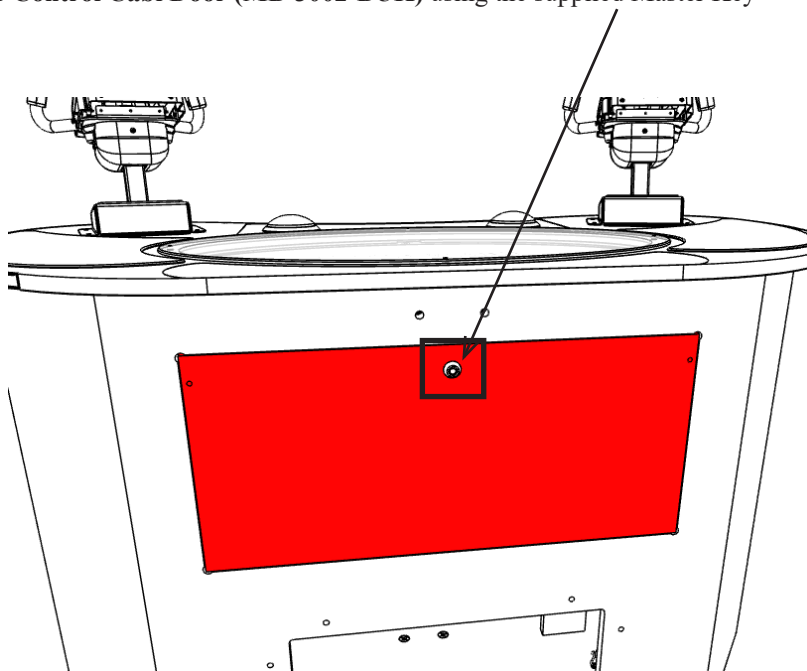
Carry out the following procedure to replace Control Unit or microswitch. Also be sure to grease the mechanical components of the Control Unit once every 3 months.

11-1 REMOVING THE CONTROLLER

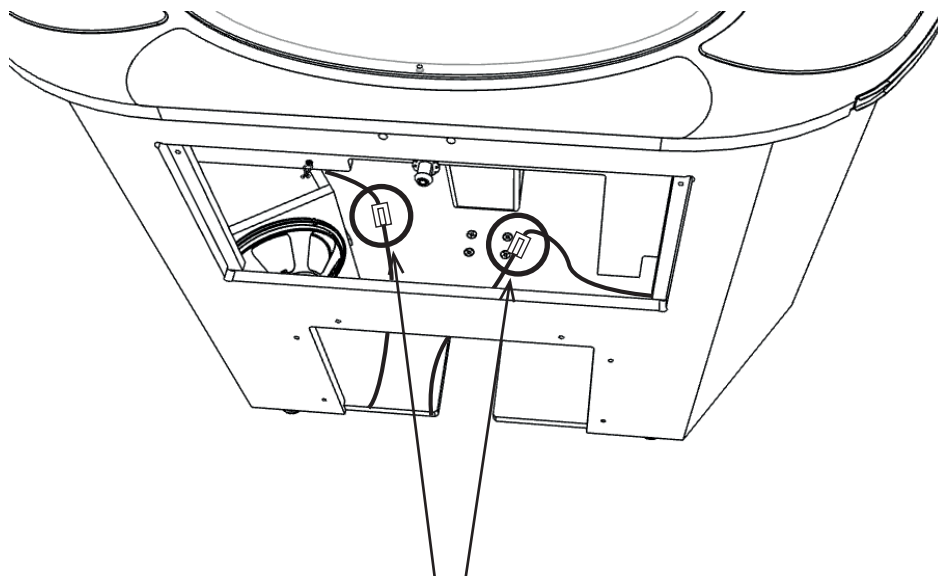
- 1** Remove the (4) highlighted fixings



- 2** Unlock the **Control Cabi Door (MB-3002-BUK)** using the supplied Master Key

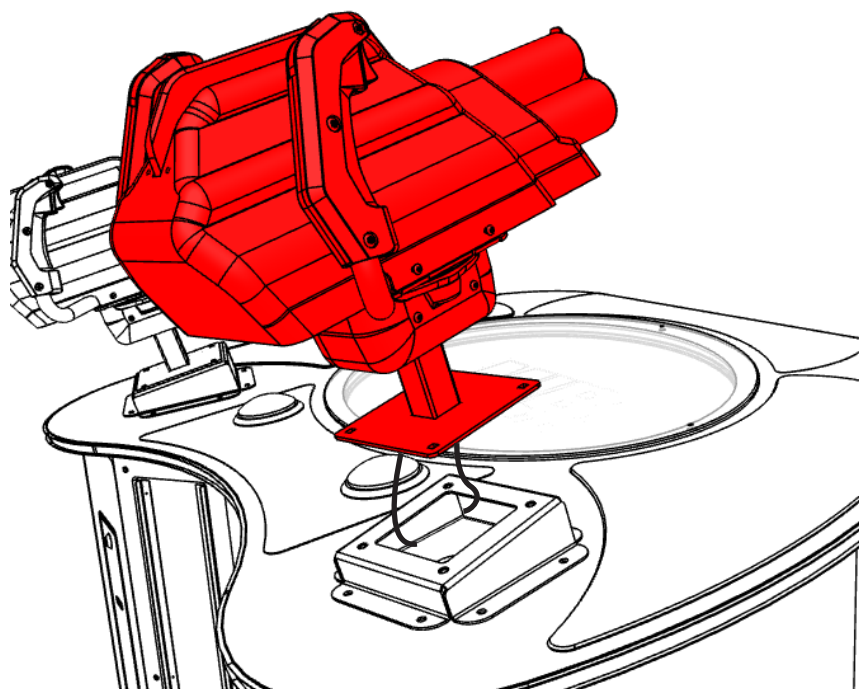


- 3** Disconnect harness **MB-60036UK** & **MB-60037UK** for the Player 1 Controller (left side) and **MB-60022UK** & **MB-60038UK** for the Player 2 Controller (right side)



Wire Harnesses

- 4** The Controller Unit can now be lifted out and removed



11-2 MAINTAINING THE CONTROLLER

The Control Unit should be checked and maintained every 3 months to ensure it is operating correctly.

Extended use of the Control Unit without recalibration can cause the Control Units to become misaligned with the screen. Calibrate the Control Units once every 3 months to ensure correct operation. Enter the Test Menu and select "Calibration" and follow the on-screen instructions. For more information on this test, see Chapter 9-6.

If the Control Unit malfunctions, check Chapter 14 and/or 15 for detailed tests/procedures to follow to see if the issue can be resolved.

If the problem cannot be fixed by following advice and instructions contained within this Manual, contact the distributor or point of purchase who will advise on repair or replacement of the Unit.

11-3 REPLACING THE SOLENOID

11-4 REPLACING THE COIL

12 COIN HANDLING

Handling the Coin Jam

If the coin is not rejected when the REJECT button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

12

COIN HANDLING

12-1 CLEANING THE COIN SELECTOR

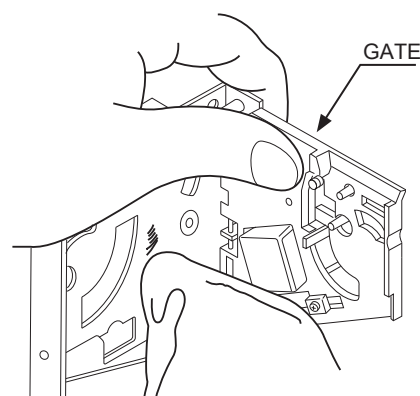


IMPORTANT

- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry
- Never apply machine oil, etc. to the Coin Selector
- After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the selector correctly functions

The Coin Selector should be cleaned once every 3 months.
When cleaning, follow the procedure below:

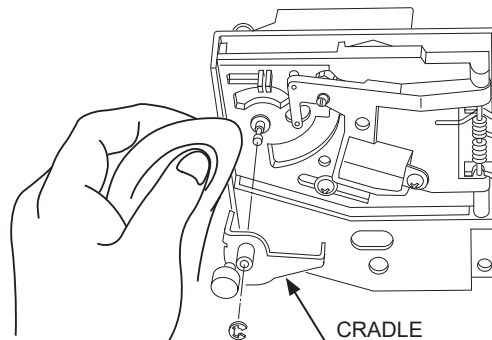
- 1 Turn the power for the machine OFF. Open the Coin Chute Door
- 2 Remove the Coin Selector from the Coin Chute Door
- 3 Open the gate and dust off by using a soft brush (small soft Paint Brush, etc.)



CLEANING THE COIN SELECTOR (MECHANICAL)

1 Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.

2 Remove the CRADLE. When removing the retaining ring (E ring) be very careful so as not to bend the rotary shaft.



3 Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.

4 After wiping off as per previous step, further apply a dry cloth to completely dry the Coin Selector.

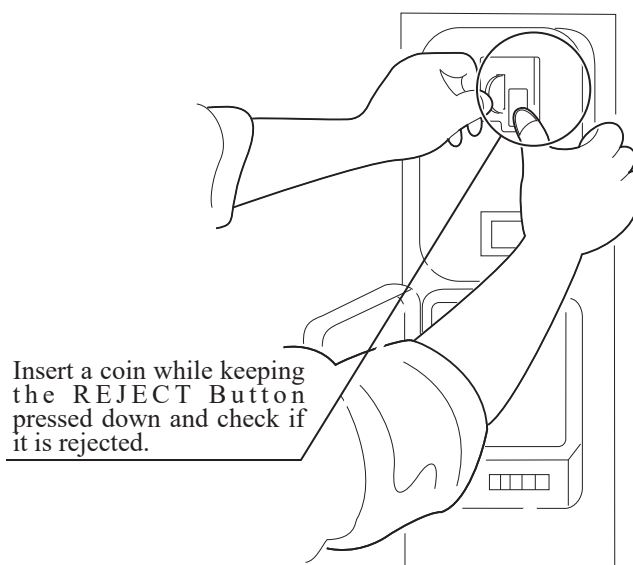
Coin Insertion Test

Once every month, when performing the Coin SW Test, simultaneously check the following:

Does the Coin Meter count satisfactorily?

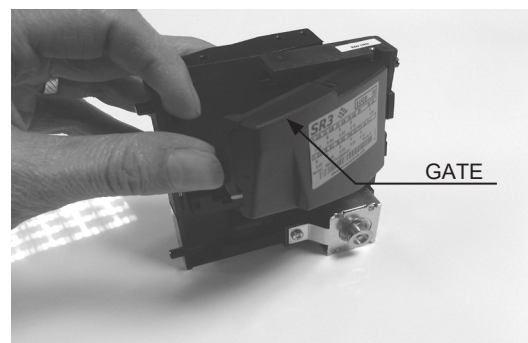
Does the coin drop into the cashbox correctly?

Is the coin rejected when inserted while keeping the REJECT Button pressed down?

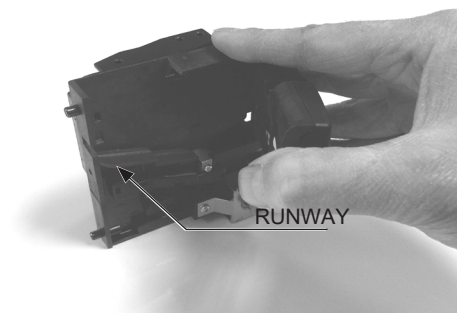


CLEANING THE COIN SELECTOR (SR3 / NRI)

- 1** Remove and clean smears by using a damp soft cloth dipped in water. DO NOT use any diluted chemical detergent or cleansing agent as this will impair the workings of the component.



- 2** Open the reject gate to gain access to the rundown path.



- 3** Remove the dirt and stains from the runway by wiping off with a soft damp cloth.

- 4** After wiping off as per previous step, further apply a dry cloth to completely dry the coin Selector.



12-2 FAULT FINDING

Fault Finding

The following information is presented for customers' guidance in rectifying a fault but does not cover all possible causes.

All acceptors with electronic faults should be returned to an approved service centre for repair.

SYMPTOM	INVESTIGATE	POSSIBLE CAUSE
Acceptor does not work (all coins reject)	Connector	Poor Contact
		Loose Wire
	Power Supply	Not switched on
		Incorrect voltage
		Inadequate current
		Rise time too slow
	Inhibit all inputs	Acceptor Inhibited
	Accept gate	Gate not free or dislocated
	Accept channel	Obstruction
	Reject gate	Not fully closed
	LED on rear cover RED	EEPROM chksm error
		SR Sensor fault
		Credit opto fault
		Credit sensor blocked
	LED on rear cover YELLOW	Reject lever pressed
		Reinstall power
Poor Acceptance	Power Supply	Voltage less than 10v (Voltage drops when coil engages)
	Accept gate	Gate jam or dislocated
	Connector	Loose
	Coin rundown	Dirty
	Bank Select	Both banks enabled
Coin stick or jam in acceptor	Accept channel	Acceptor dirty or may have some damage
	Accept gate	
	Reject gate	
A true coin type rejects	Label	Coin not programmed
No accept signal	Connector	Loose or broken wire
	Accept channel	Path dirty or obstructed

12-3 ADJUSTING THE PRICE OF PLAY (EXCEL)

STOP IMPORTANT

- The price of play is determined by the configuration of switches located on either the EXCEL or VTS board. The type of board used is determined by product location. Switch settings for both types of board remain the same

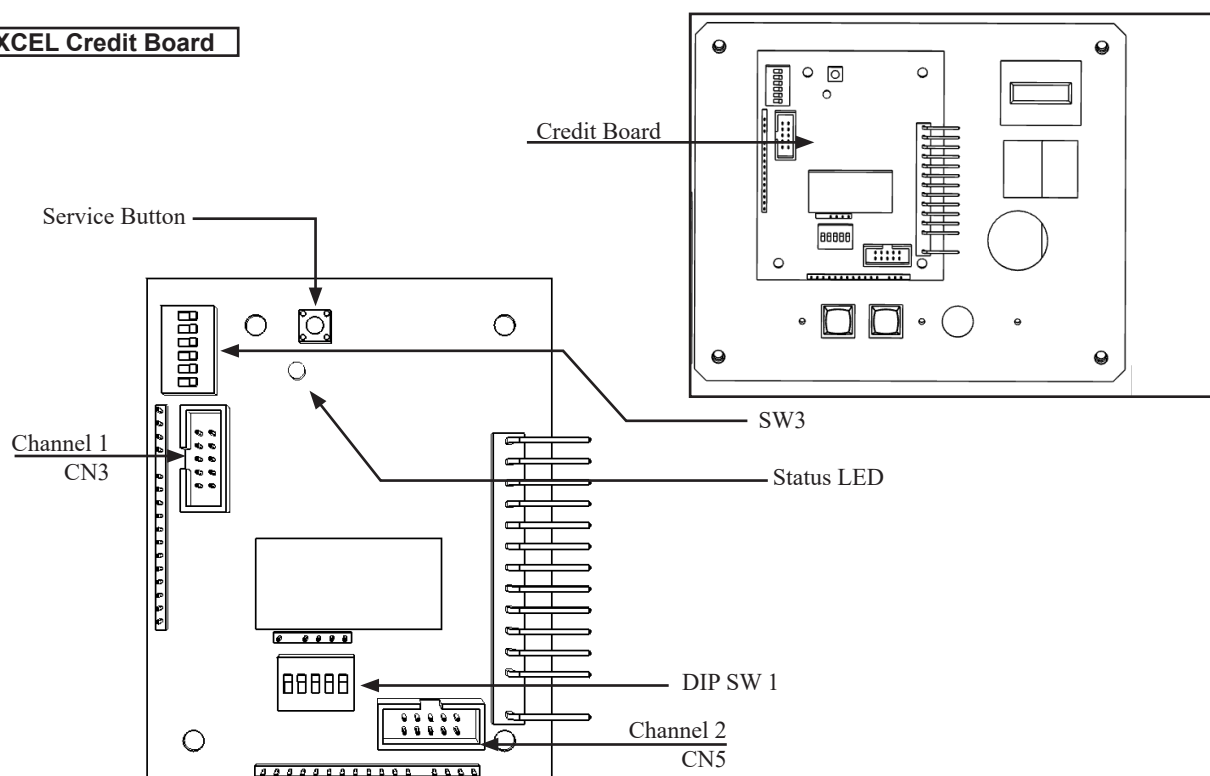
This product comes equipped with a Crane NRI Coin Acceptor. To adjust the price of play ALL CREDIT SETTINGS are adjusted via the EXCEL CREDIT BOARD.

IMPORTANT!

The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 coin 1 credit to allow the CREDIT BOARD to function correctly.

The CREDIT BD has a built in accumulator. This is controlled by 2 DIL Switches. These allow the operator to select the price of play, type of coin acceptor and region.

EXCEL Credit Board



DIL SW3 (Regional Settings)

Adjust these switches to specify the type of Coin Acceptor used and currency.

Default = SW1&SW2 ON - SR3/NRI in parallel mode, Sterling.

SERVICE BUTTON

Status LED

CHANNEL 1

DIL SW1 (credit settings)

VOL CONTROL

Provides a SERVICE CREDIT when pressed

Flashes when functioning.

To Coin Acceptor (SR3 TYPE.)

Adjust to required price of pay.

MAIN VOLUME ADJUSTMENT (FRONT SPEAKERS)

Credit Board Mode Settings Switch 3																		
Country	Setting	Switch 3 Setting						Coin Validator Programming										
		SW1	SW2	SW3	SW4	SW5	SW6	COIN1	COIN2	COIN3	COIN4	COIN5	COIN6	COIN7	COIN8	COIN9	COIN10	COIN11
UK	Coin Controls C220 Parallel	OFF	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	-			
UK	Coin Controls C220 Binary	ON	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	£2			
UK	Coin Controls C220 Binary	OFF	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old			
UK	Coin Controls SR3 Parallel	ON	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old	-	-	-
UK	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF			£2	£1	50p new	20p	10p	-	-	-	50p old	-	-
Euro	SR3 Parallel	ON	OFF	ON	OFF			£2	€1	50¢	20¢	10¢	-	-	-	50p old	-	-
UK	Mars MEMS 111 Parallel	ON	OFF	ON	OFF			£1	£2	20p	10p	50p new	50p old					
UK	NRI Parallel	OFF	ON	ON	OFF			10p	20p	50p	£1	£2	-					
Belgium	Parallel	ON	ON	ON	OFF			-	50Bf	20Bf	5Bf							
Holland	Parallel	OFF	OFF	OFF	ON			-	5NLG	2.5NLG	1NLG							
Austria	SR3 Parallel	ON	OFF	OFF	ON			20Sch	10Sch	5Sch	1Sch							
Spain	Coin Controls C220 Binary	OFF	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old	25Pta old			
Spain	SR3/NRI Parallel	ON	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	-	-	200Pta old	50Pta old	25Pta old	-
Spain	Coin Controls C220 Parallel	OFF	OFF	ON	ON			100Pta	50Pta new	-	25Pta new	-	50Pta old	-	25Pta old			
Portugal Euro	Parallel	ON	OFF	ON	ON			200Es €1	100Es 50¢	50Es	-	-	-	-	-			
	TBA				OFF			TBA										
	Channels							OFF	Direct Mode									
								ON	2 channel Mode									

Note: These switch settings are under constant review and may change due to world currency updates.

Set SW 1 according to the option settings found in the relevant Price of Play Settings Table on the following pages.

Set SW 3 on the VTS /Excel board as shown in the table above corresponding to the country required.

12-4 COIN REGION & PRICE OF PLAY SETTINGS

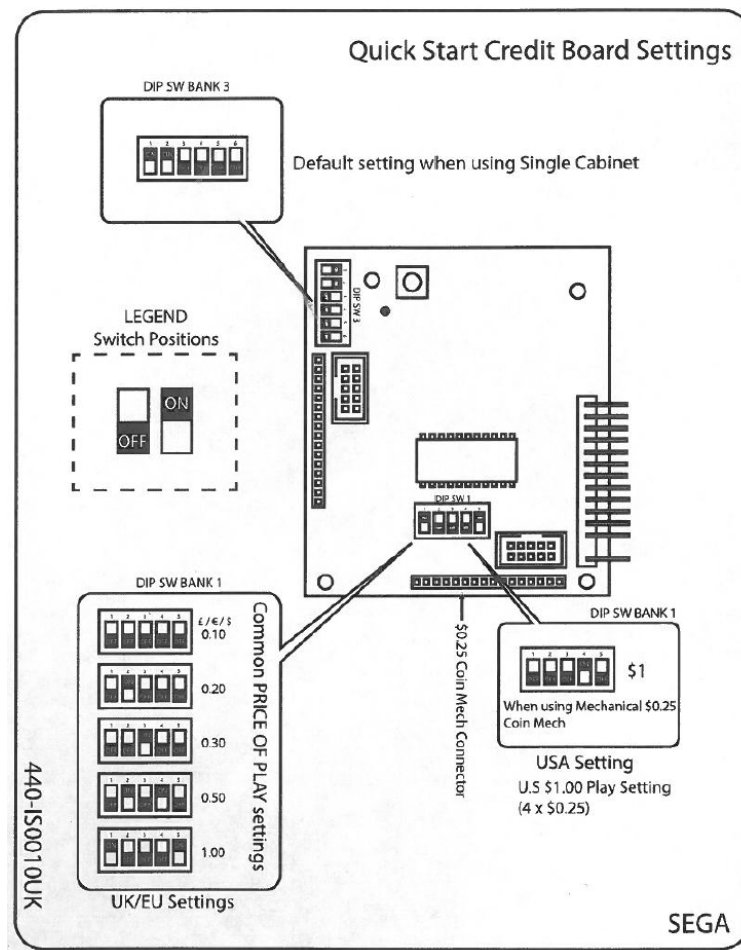
Price of Play Settings (UK/EU)

	PRICE OF PLAY	BONUS	DIL SWITCH 1				
			1	2	3	4	5
1	0.10	-	OFF	OFF	OFF	OFF	OFF
2	0.10	0.50 = 6 credits	ON	OFF	OFF	OFF	OFF
3	0.20	-	OFF	ON	OFF	OFF	OFF
4	0.20	0.50 = 3 credits	ON	ON	OFF	OFF	OFF
5	0.30	-	OFF	OFF	ON	OFF	OFF
6	0.30	1.00 = 4 credits	ON	OFF	ON	OFF	OFF
7	0.30	0.50 = 2 credits	OFF	ON	ON	OFF	OFF
8	0.30	1.00 = 3 credits	ON	ON	ON	OFF	OFF
9	0.40	-	OFF	OFF	OFF	ON	OFF
10	0.40	1.00 = 3 credits	ON	OFF	OFF	ON	OFF
11	0.50	-	OFF	ON	OFF	ON	OFF
12	0.50	1.00 = 3 credits	ON	ON	OFF	ON	OFF
13	0.50	2.00 = 5 credits	OFF	OFF	ON	ON	OFF
14	0.60	-	ON	OFF	ON	ON	OFF
15	0.60	1.00 = 2 credits	OFF	ON	ON	ON	OFF
16	0.80	-	ON	ON	ON	ON	OFF
17	0.80	1.50 = 2 credits	OFF	OFF	OFF	OFF	ON
18	1.00	-	ON	OFF	OFF	OFF	ON
19	1.00	2.00 = 3 credits	OFF	ON	OFF	OFF	ON
20	1.00	4.00 = 5 credits	ON	ON	OFF	OFF	ON
21	1.50	-	OFF	OFF	ON	OFF	ON
22	1.50	2.00 = 2 credits	ON	OFF	ON	OFF	ON
23	2.00	-	OFF	ON	ON	OFF	ON
24	2.00	5.00 = 3 credits	ON	ON	ON	OFF	ON
25	3.00	-	OFF	OFF	OFF	ON	ON
26	3.00	5.00 = 2 credits	ON	OFF	OFF	ON	ON
27	5.00	-	OFF	ON	OFF	ON	ON
28	5.00	10.00 = 3 credits	ON	ON	OFF	ON	ON
29	7.50	-	OFF	OFF	ON	ON	ON
30	7.55	10.00 = 2 credits	ON	OFF	ON	ON	ON
31	10.00	-	OFF	ON	ON	ON	ON
32		FREE PLAY	ON	ON	ON	ON	ON

The price of play is controlled by DIL switches 1 to 5 of a bank of 8, located on the EXCEL CREDIT BD.

Default values are in **BOLD**

12-5 PRICE OF PLAY QUICK START - USA



DIL SWITCH BANK ONE (5 way SW1)						
Item	Price	SW1	SW2	SW3	SW4	SW5
1	25cent	OFF	OFF	OFF	OFF	OFF
3	50cent	OFF	ON	OFF	OFF	OFF
5	75cent	OFF	OFF	ON	OFF	OFF
9	\$1.00	OFF	OFF	OFF	ON	OFF
16	\$2.00	ON	ON	ON	ON	OFF
DIL SWITCH BANK TWO (6 way SW3)						
Type	SW1	SW2	SW3	SW4	SW5	SW6
USA	OFF	OFF	OFF	OFF	OFF	OFF

13 LAMPS AND LIGHTING

⚠ WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit
- You may get burned by a hot fluorescent lamp or other lamps. Pay full attention to the lamps when performing the work
- Be sure to use lamps of the designated rating. Using lamps of undesigned rating can cause a fire or malfunctioning
- There is the danger of short circuits or smoke generation due to deterioration of insulation in lighting fixtures resulting from age deterioration. Check for anomalies such as the following: Does it smell like something is burning? Is there socket discoloration? Are any lamps being replaced frequently? Do lamps not go on properly?

⚠ CAUTION

The Coin Door Lamp utilises a 12v 1.2w Wedge Bulb. It is important that you replace this bulb or any other bulb of that of the same voltage and rating. Failing to observe this caution may result in PCB failure or possible fire hazard

13-1 COIN DOOR LAMP

Step 1 Open the Coin Door and locate the Lamp Housing directly behind the Coin Insert Bezel.

Lamp Housing

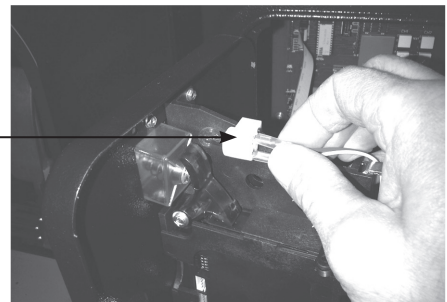
Step 2 Hold the Lamp Housing firmly between your index finger and thumb and gently pull upwards. Do not try to remove the Lamp Housing whilst holding the bulb as the bulb may break causing injury.

Step 3 Once the Lamp Housing has been removed, carefully hold the bulb between your fingers and pull the Lamp Housing away.

Do not twist either bulb or Lamp Housing while removing the bulb as this may cause damage to both bulb and/or Housing.

Type: Wedge Bulb - 12v, 1.2w

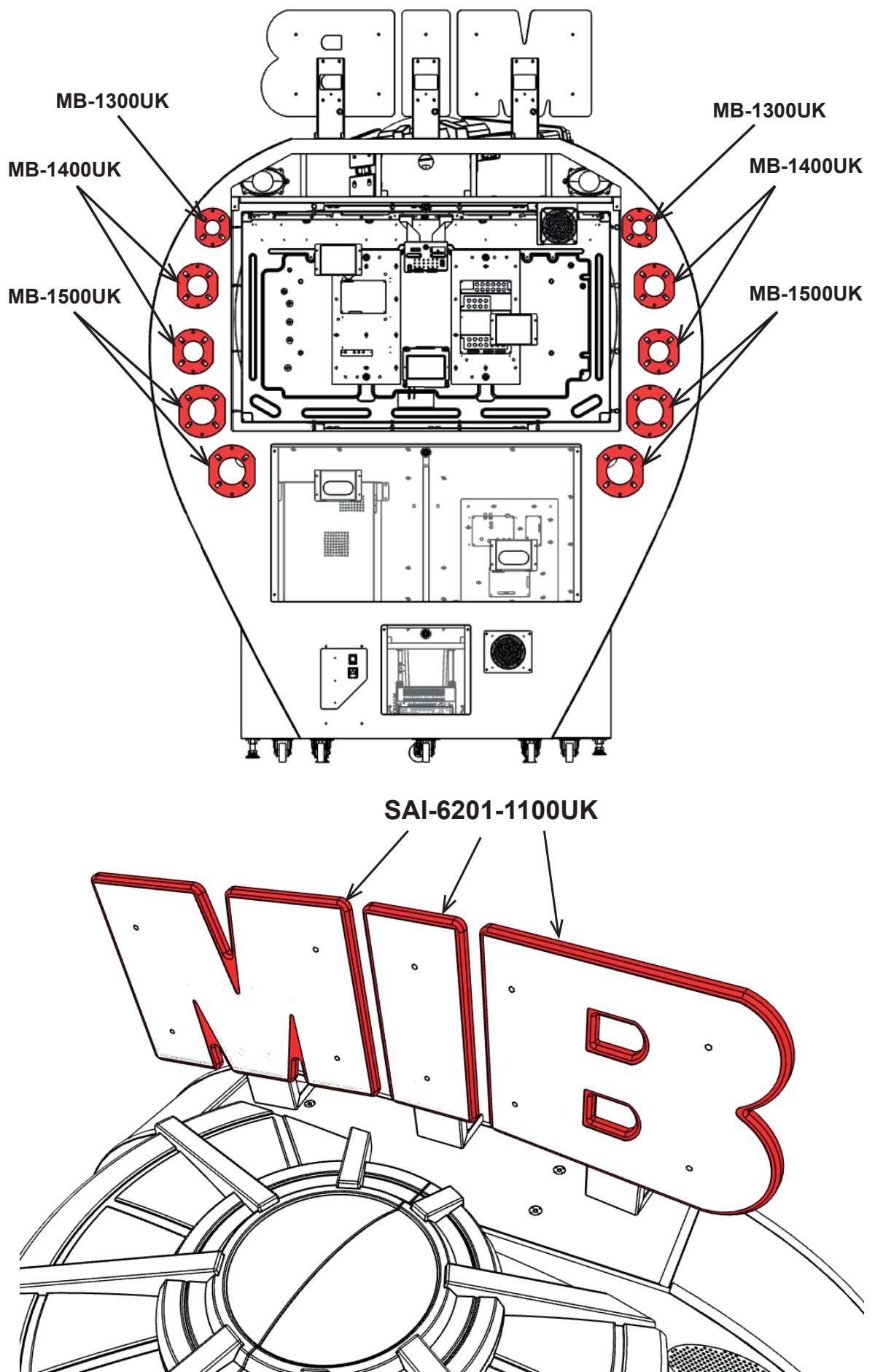
Step 4 Simply push-fit a replacement bulb of the same type and follow these steps in reverse to refit.

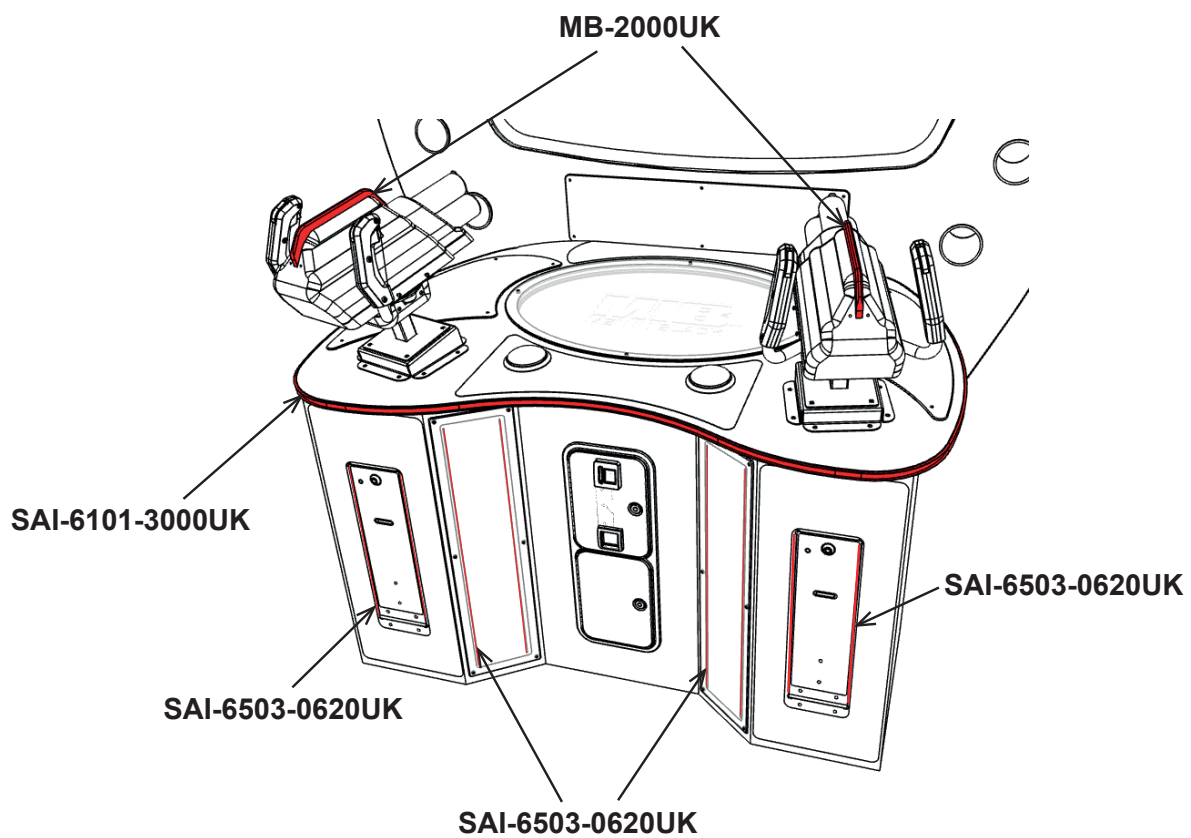
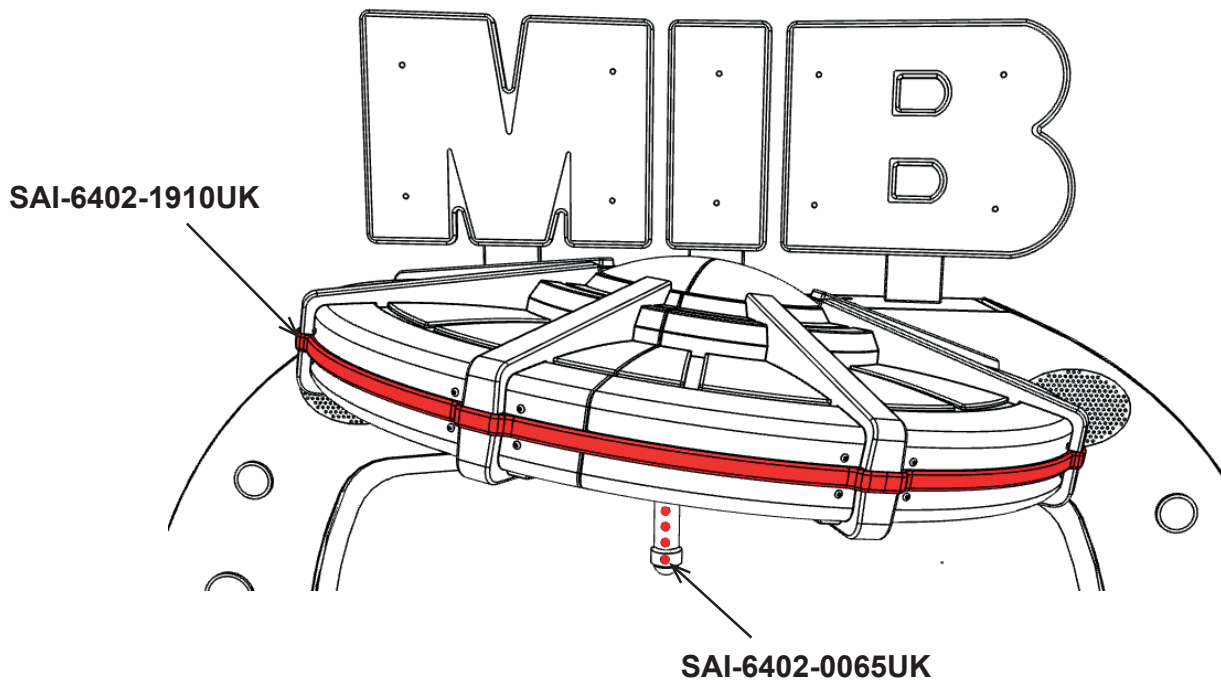


13-2 CABINET LED LIST

RELATED ASSEMBLY	LIGHTING ASSEMBLY #	QTY
MB-1000UK - Assy Monitor Cab	MB-1300UK - ASSY TUBE UPPER	2
MB-1000UK - Assy Monitor Cab	MB-1400K - ASSY TUBE MIDDLE	4
MB-1000UK - Assy Monitor Cab	MB-1500UK - ASSY TUBE LOWER	4
MB-1000UK - Assy Monitor Cab	SAI-6504-2650UK - ASSY LED WHITE FLEX LONG	1
MB-1600UK - Assy UFO	SAI-6402-1910UK - ASSY LED SERIAL SHORT	1
MB-1800UK - Assy Neuralyzer	SAI-6402-0065UK - ASSY LED SERIAL SHORT	1
MB-3000UK - Assy Control Cab	SAI-6402-1843UK - ASSY LED SERIAL SHORT	1
MB-3000UK - Assy Control Cab	SAI-6201-1100UK - ASSY LED RGB SHORT	1
MB-3000UK - Assy Control Cab	SAI-6503-0620UK - ASSY LED SINGLE COLOUR LONG	4
MB-3000UK - Assy Control Cab	SAI-6101-3000UK - ASSY LED RGB LONG	1
MB-3000UK - Assy Control Cab	SAI-6101-2500UK - ASSY LED RGB SHORT	1

13-2 CABINET LED LOCATIONS





14 PERIODIC INSPECTION

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.

When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissues, etc. available for player use.

WARNING

- Every 6 months check to see if power cords are damaged, the plug is securely inserted, no dust has accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust in the interior may cause fire or electric shock
- Never use a water jet, etc. to clean the inside or outside of the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried
- Once a year, request the office shown on this manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents
- Note that you are liable for the cost of cleaning the interior parts
- There is the danger of accidents involving electrical shorts circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no abnormalities such as odours from burning

PERIODIC INSPECTION TABLE

PERIOD	ITEM	DESCRIPTION	REFERENCE
As appropriate	Cabinet Surface	Cleaning	As Below
	Control Unit Surface		
Daily	Cabinet	Confirm Adjusters Contact Floor	Section 6-4
Weekly	Control Unit	Aim Test/Calibration	Section 9-6
	LCD	Screen Cleaning	Section 10
		Screen Alignment	Section 9-9
Monthly	Front Cabinet	Speaker Volume	Section 9-8
	Controller Cabinet	Check Input Devices	Section 9-4
		Check Output Devices	Section 9-5
	Controller Unit	Check Speaker Volume	Section 9-8
		Speaker Inspection	Section 9-5
		Check Each Input Device	Section 9-4
		Check Each Output Device	Section 9-5
	LEDs	LED Inspection	Section 13
	Coin Selector	Coin Path Inspection	Section 12-1
		Coin Insertion Test	Section 12-1
Every 3 Months	Coin Selector	Cleaning	Section 12-1
1 Year	Game BD	Cleaning	Section 16
	Power Cables	Inspection / Cleaning	Section 6-4
	Cabinet Interior	Cleaning	As Below

Cleaning the Cabinet Surfaces

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use solvents such as thinner, benzene, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

Some general-purpose household, kitchen and furniture cleaning products may contain strong solvents that degrade plastic components, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

DISPLAY (LCD SCREEN Cleaning)

When the Display LCD Screen surfaces are dirty, smudges or greasy, gently wipe the display with a dry, lint-free, soft cloth. If you see a scratch-like mark on your display, it might be a stain which has been transferred from food like matter when the screen was depressed from the outside. To avoid damaging surface finish, do not use such solvents as thinner, benzene, etc. the same applies to ethyl alcohol, or abrasives, bleaching agent and chemical dustcloths.

Wipe or dust the stain gently with a dry, soft cloth. If the stain remains, moisten a lint-free, soft cloth with water or a 50-50 mixture of isopropyl alcohol and water that does not contain impurities. Wring out as much of the liquid as possible and wipe the display again; do not let any liquid drip from the cloth.

Antistatic and purpose made LCD cleaning wipes are also acceptable alternatives.

15 TROUBLESHOOTING

15-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

WARNING

- This work should be performed by Site Maintenance Personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock. If there are no Site Maintenance Personnel or other skilled professionals available, turn off the power immediately and contact the office given in this Manual or from point of purchase
- When working with the product, be sure to turn the power off. Working with the power on may cause and electric shock or short circuit accident
- In order to prevent electric shock and short circuit, be sure to turn power off before performing work
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit
- After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard
- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown in this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire
- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire

IMPORTANT

- If an error message is displayed, identify the cause and without delay take the appropriate countermeasures. Leaving the error unaddresses could result in a breakdown
- If a problem occurs, first inspect the connection of any wiring connectors
- Static electricity from your body may damage some electronic devices on the IC board. Before handling any IC board, touch a grounded metallic surface so that static electricity is discharged

PROBLEM	CAUSE	COUNTERMEASURE
With main switch ON there is no activation	Power is not supplied	Insert power lead all the way into outlet
	Supply voltage is not correct	Make sure that supply voltage is correct
	Circuit protector activated	Reset circuit protector/replace fuse
There is sound and lighting but no video signal	Video signal connector or monitor power connector is not properly connected	Check/Replace VGA/DVI Cable
No sound	Volume not properly adjusted	Adjust volume on SW Unit (Chapter 9-1)
		Adjust attract volume in Test Menu (Chapter 9-8)
	Amp Board (838-0043UK), amp or speaker fault	Run speaker test in Test Menu (Chapter 9-8)
Incorrect colour on monitor/ no picture or sound	Poor connection of video cable	Confirm connection of video/DVI cable
	Monitor fault	Contact point of purchase
Screen saturation and brightness not correct	Screen not properly adjusted	Adjust screen settings in Test Menu (Chapter 9-9)
Switch and volume pot input does not work	Poor connection of connectors	Check connection to I/O Bd in Test Menu (Chapter 9-2)
		Check the connection to Game Bd in Test Menu (Chapter 9-2)
Start button input does not work	Switch fault	Replace switch
Start button does not light	Lamp failure	Replace lamp (Chapter 13)
Stays on SEGA logo and does not go to advertise screen (error)	Invalid Security Key	Contact point of purchase
	CPU error	
The Controller line of sight is incorrect	Sights are not aligned due to changes in the surrounding environment	Realign the sight settings using Calibration Test (see Chapter 9-6)
Tickets are not vended when won	Ticket Mech empty	Refill Ticket Mech
	Ticket Mech blocked/broken	Remove blockage/contact point of purchase
Coins are not accepted/do not start game	Coin Chute is dirty	Clean Coin Chute (Chapter 12-1)
		Check Coin Chute operation in Test Menu (Chapter 9-4)
	Low voltage	Check voltage supply
	Credit type is set to Card Swipe	Adjust Credit Setting (Chapter 9-12)

16 GAME BOARD

WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit
- Be careful not to damage the wires. Damaged wires may cause electric shock, short circuit or present a fire risk
- Do not expose the Game Board, etc. without good reason. Failure to observe this can cause electric shock hazard or malfunctioning
- Do not use this product with connectors other than those that were connected and used with the Game Board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping as this may cause overheating, smoke, or fire damage
- When returning the Game Board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires
- When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits, or fires

CAUTION

- In this product, setting changes are made during the test mode. The Game Board need not be operated. Use the Game Board, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged

IMPORTANT

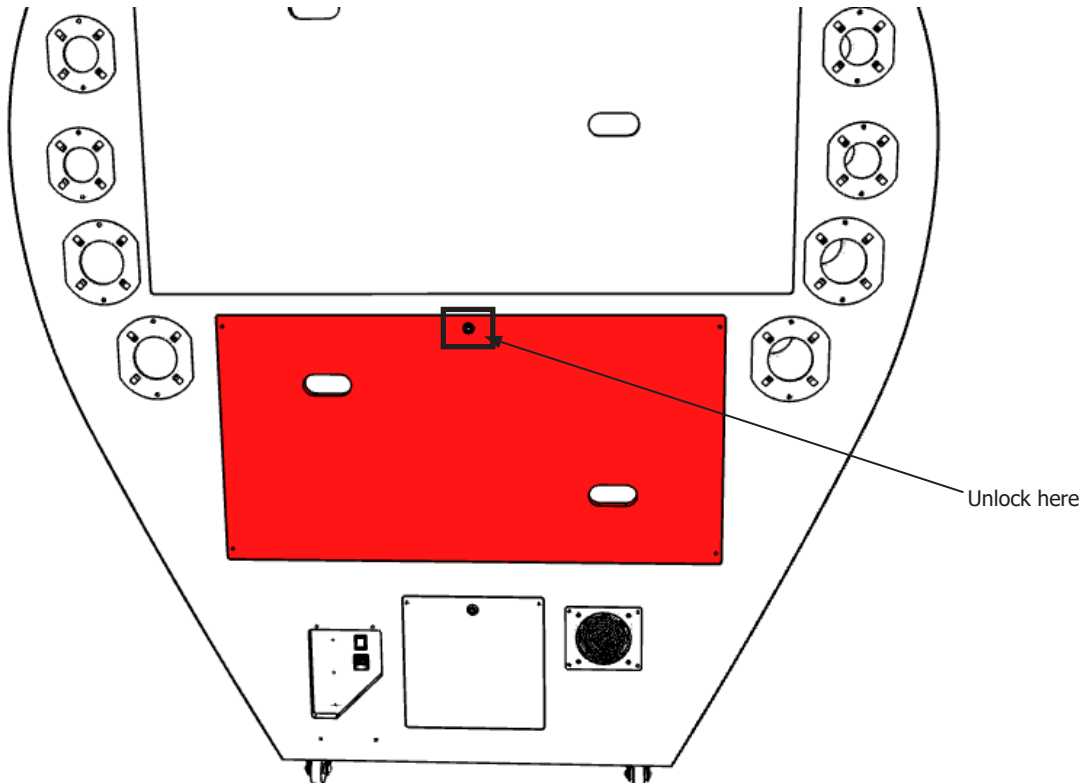
- When a Game Board is to be replaced, put the old Game Board with anomaly into a special box for replacing the Game Board. If a special box is not available or if it has been damaged, arrange to have the Game Board packed in suitable packaging
- For replacement or repair, pack the Game Board and send it without disassembling it. Order for servicing may not be accepted if any part of the Game Board has been removed. If any part is removed, a service fee will be charged even if the warranty period has not yet expired
- Do not remove the Key Chip from the Game Board before sending the board for servicing

16-1 HOW TO REMOVE GAME BOARD

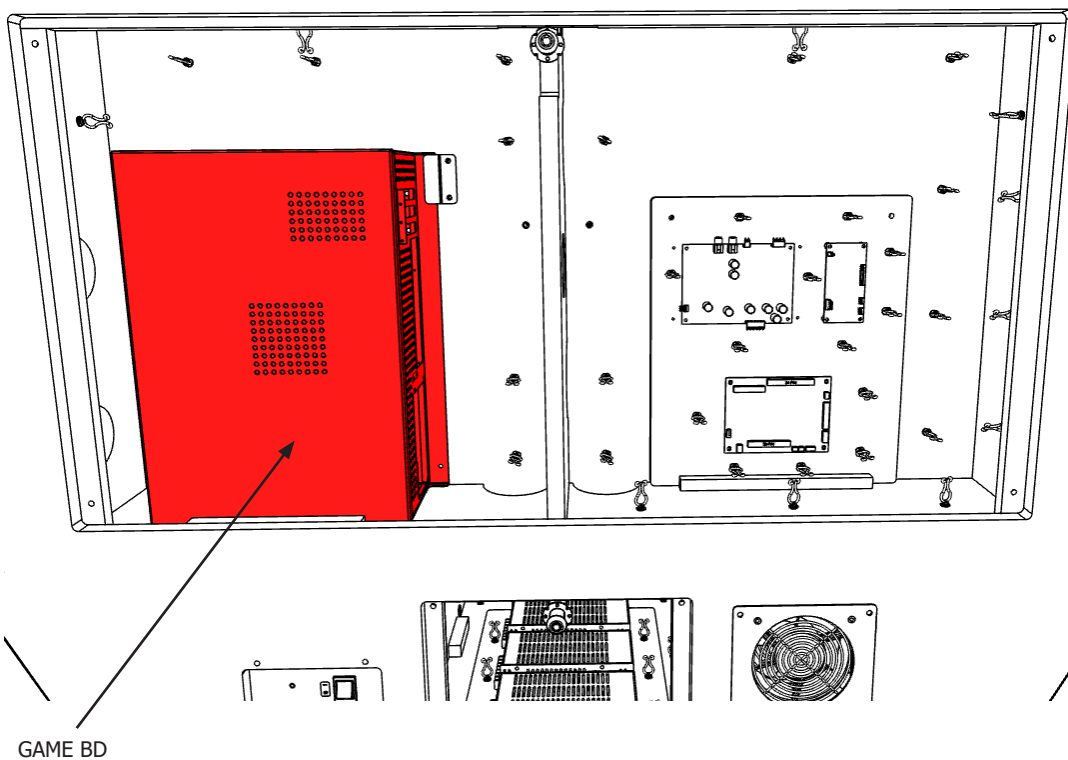
The Game Board is located behind the Mid Access Door on the left hand corner.

1 Turn off the power

2 Unlock the Elec Board Door (MB-1002-BUK) using the supplied Master Key

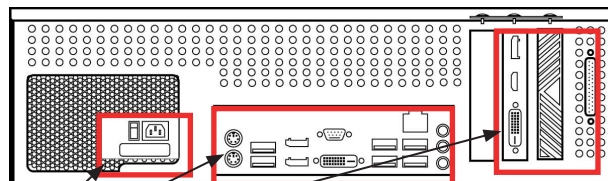


3 Identify the Game Board which is located on the left hand side

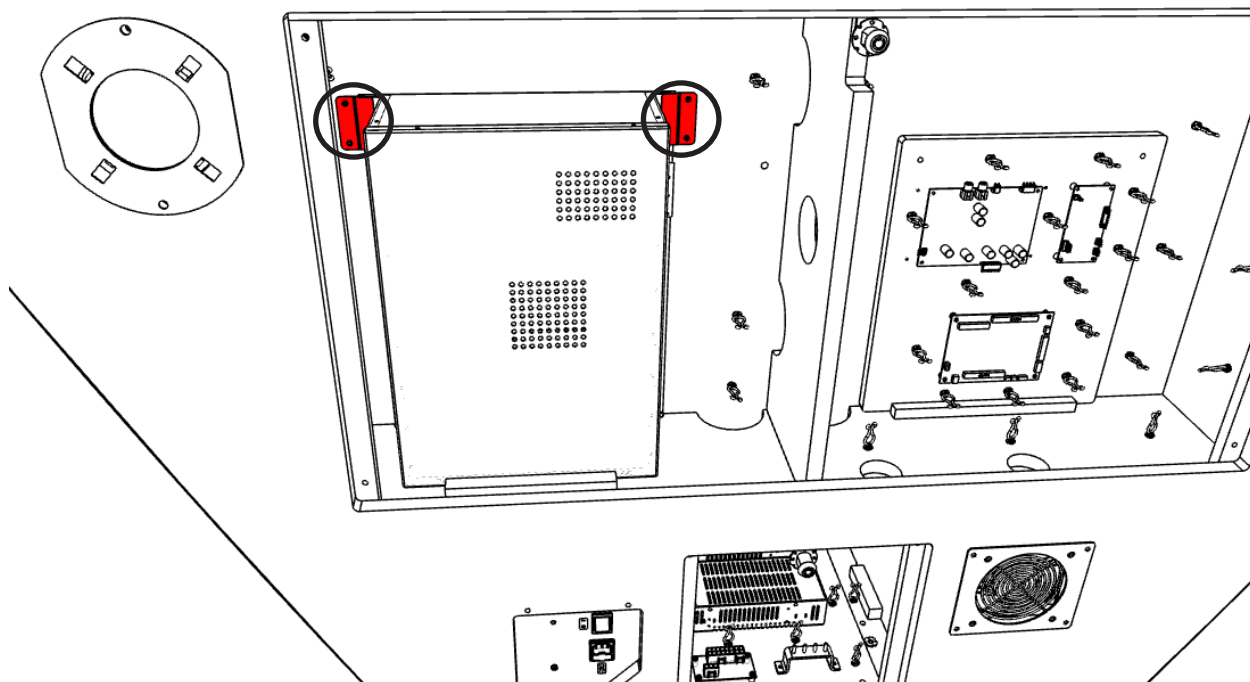


4 Disconnect all of the connectors connected to the Game Board

Carefully disconnect all connection to from the Game Bd



5 Unscrew the (2) M4x16 screws on each of the (2) **Bracket PC Mount (MB-1003UK)** which secure the Game Board in place



6 Lift and remove the Game Board from the cabinet. The Game Board is **HEAVY** so take care not to clash with other components when removing as this could cause component damage.

17 DESIGN RELATED PARTS

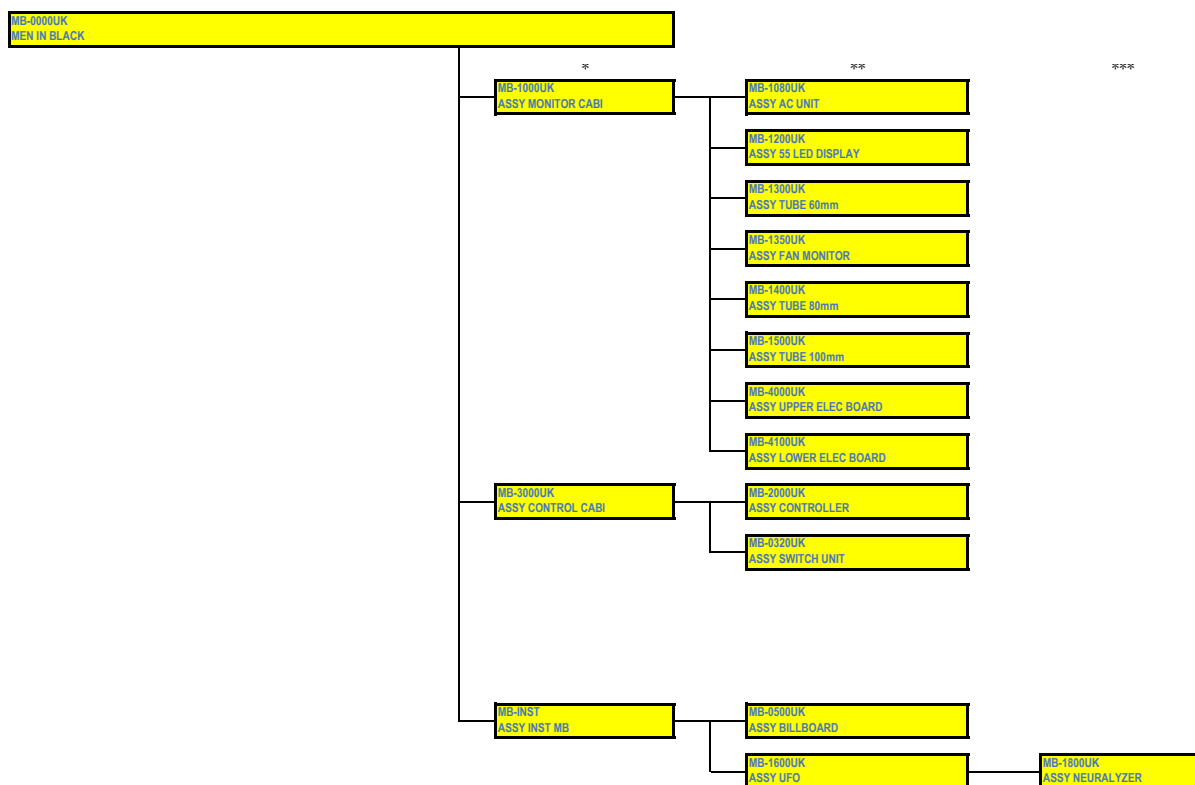
For the warning display stickers, refer to Section 1.



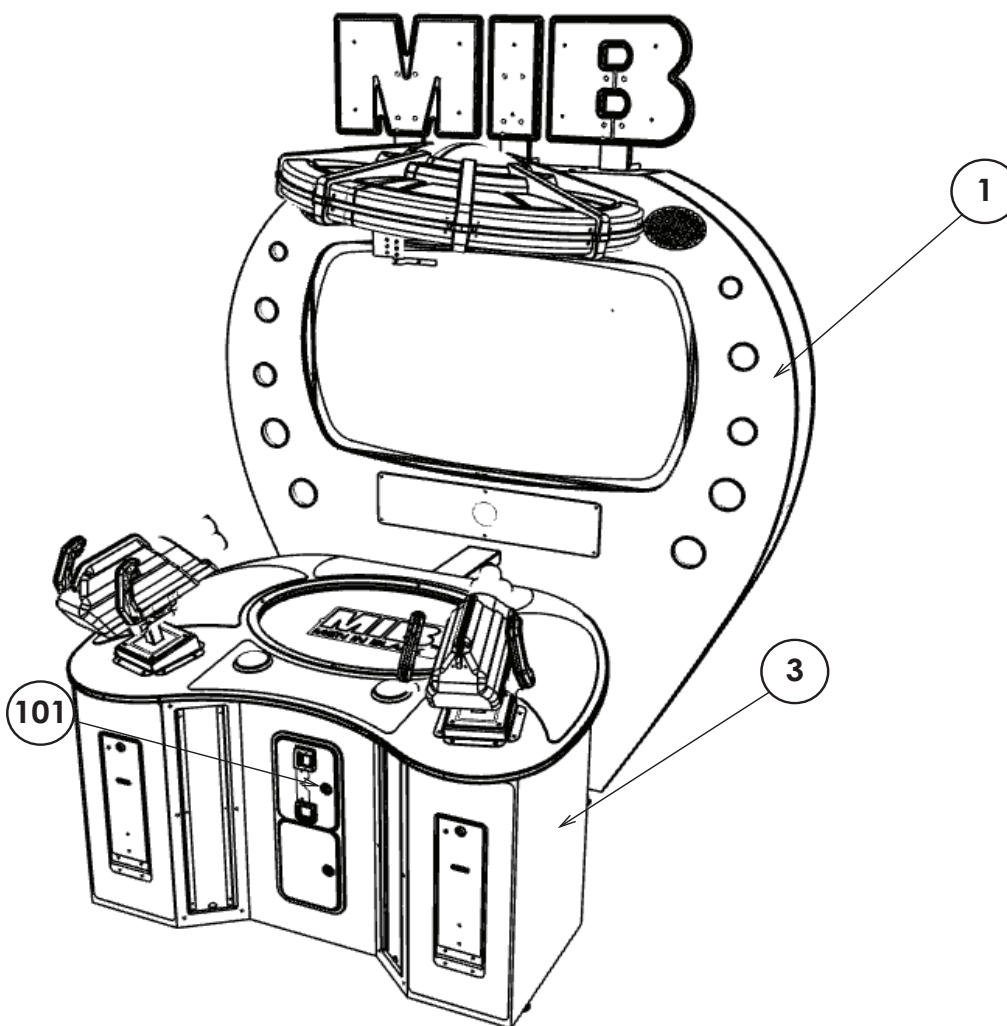
Part No	Description
MB-1066UK	MONITOR LIGHT PNL
MB-1822UK	NEURALYZER CAP ARTWORK
MB-1821UK	NEURALYZER TUBE ARTWORK
MB-3053UK	STICKER CABI TICKET DOOR L
MB-3054UK	STICKER CABI TICKET DOOR R
MB-3057UK	STICKER CABI CHEEK L
MB-3058UK	STICKER CABI CHEEK R
MB-3061UK	FRONT DIAGONAL L
MB-3062UK	FRONT DIAGONAL R
MB-3063UK	PLAYER INSTRUCTIONS
MB-3067UK	STICKER CABI TICKET DOOR SURROUND L
MB-3068UK	STICKER CABI TICKET DOOR SURROUND R
MB-3071UK	STKR CAB MIB TICKETS
MB-3073UK	STKR CAB TOP PNL LHS
MB-3074UK	STKR CAB TOP PNL RHS
MB-0003UK	MIB POP PANEL
MB-0004UK	MIB SUPER POP PANEL

18 PARTS LIST

MEN IN BLACK ASSY STRUCTURE FLOW

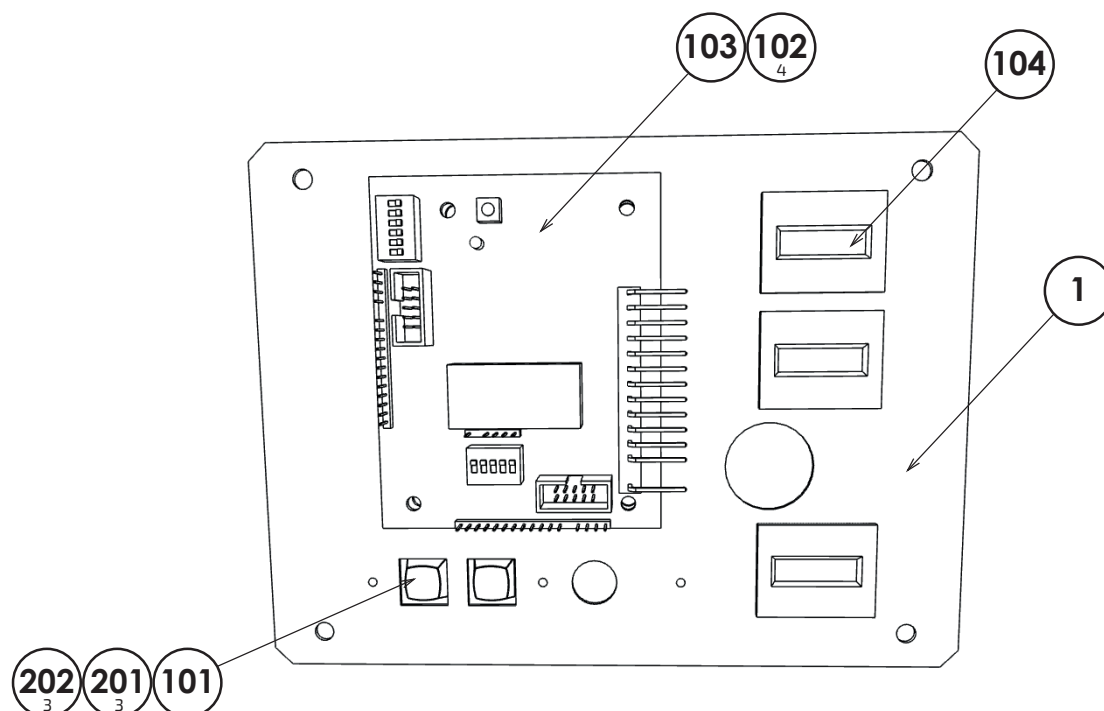


1 TOP ASSY MEN IN BLACK (MB-0000UK)



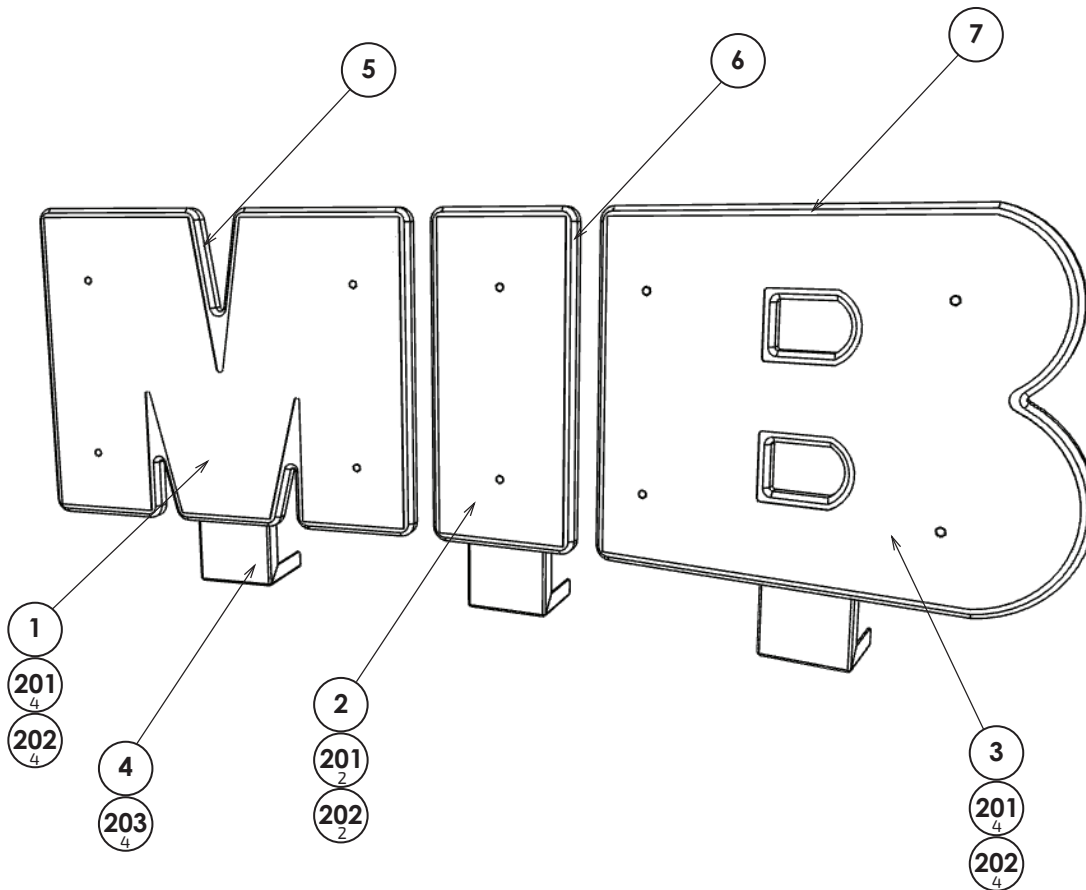
ITEM NO	PART NO	DESCRIPTION	QTY
*1	MB-1000UK	ASSY MONITOR CABI	1
*3	MB-3000UK	ASSY CONTROL CABI	1
*20	421-7988-91UK	STICKER SERIAL NUMBER UK	1
*21	440-WS0100UK	WARNING LABEL FORK HERE	2
*23	LB1046	LABEL TESTED FOR ELEC. SAFETY	1
*24	LB1130	LABEL WEEE WHEELIE BIN	1
*25	440-CS0186-01UK	STICKER CAUTION EPILEPSY	2
*26	440-CS0010UK	LABEL CAUTION GENERIC	2
*27	440-WS0002UK	LABEL WARNING HI VOLTAGE	3
*28	LB1096	STICKER PROTECTIVE EARTH	1
*32	440-CS0364UK	CAUTION HEAVY OBJECT	1
*101	220-5376-01	DFMD W/UNIV CRADLE&CASHBOX ENC HI SEC	1
*401	MB-INST	ASSY INST MB	1
*402	420-0037UK	MB MANUAL	1
*410	PK0541	PALLET MB	1
*411	PK0468	SHRINK WRAP RD STD	1

② ASSY SWITCH UNIT (MB-0325UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-0321UK	SW BRKT TRIPLE METER	
****101	838-14548-01UK	SW & VOL CTL BD	1
****102	280-L00706-PM	STANDOFF 6.4MM HOLE PM	4
****103	EP1380-01	CREDIT BOARD EXCEL	1
****104	220-5643UK	COIN METER SMALL 12V	3
****105	OS1247	ALUMINIUM STICKY CLIP ASK-3	1
****107	OS1098	CRIMP BELL END SMALL	4
****108	601-0460	CABLE TIE NYLON 100MM	2
****201	000-P00308	M3X8 MSCR PAN PAS	3
****202	068-330808-PN	M3 WSHR 8OD FLT NYLON	3
****301	MB-60018UK	WH COIN HANDLING	1

3 ASSY BILLBOARD (MB-0500UK)

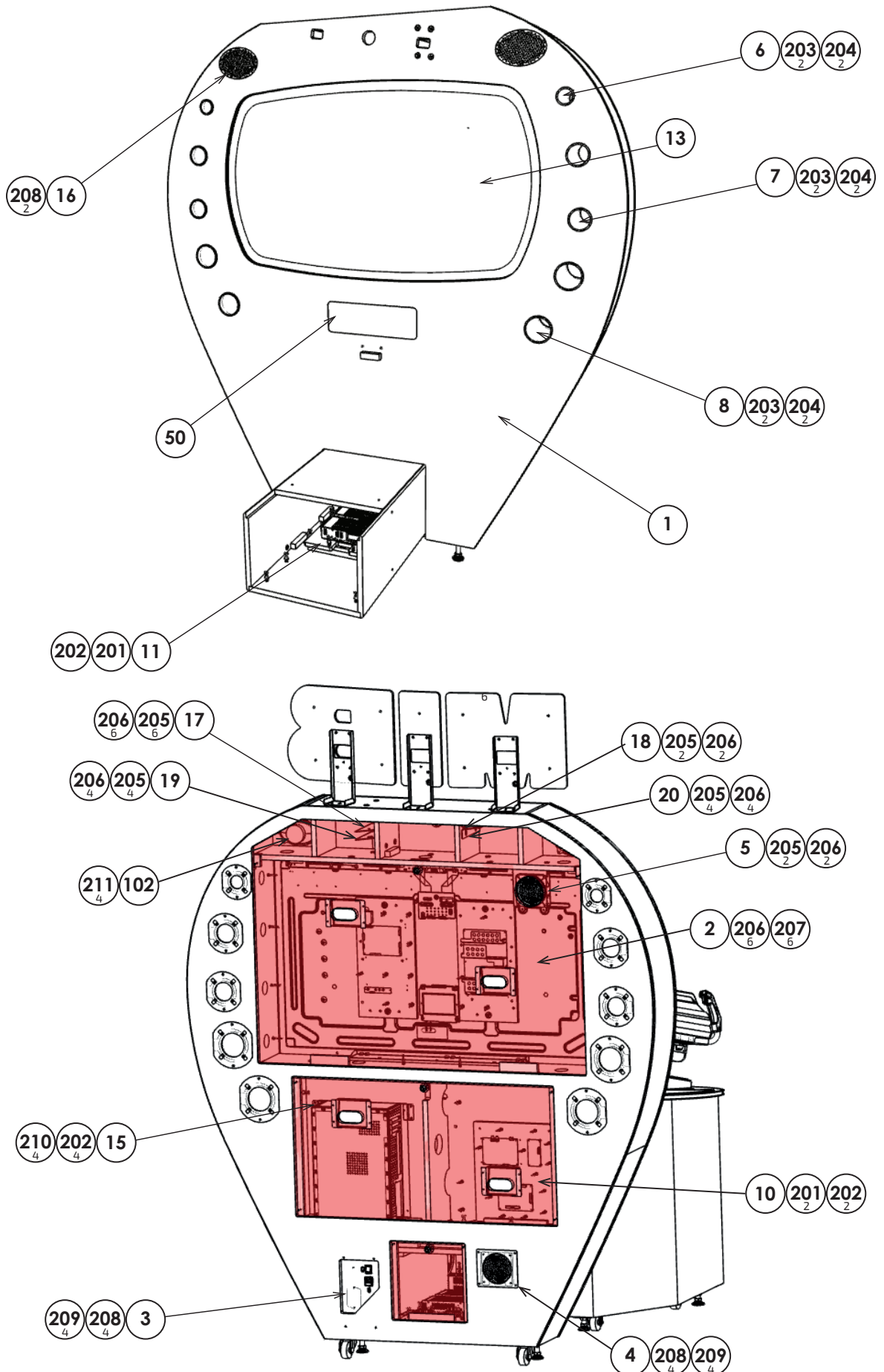


ITEM NO	PART NO	DESCRIPTION	QTY
**1	MB-0501UK	PLATE BILLBOARD M	1
**2	MB-0502UK	PLATE BILLBOARD I	1
**3	MB-0503UK	PLATE BILLBOARD B	1
**4	MB-0506UK	SUPPORT BILLBOARD	3
**5	MB-0511UK	LIGHTING BILLBOARD M	1
**6	MB-0512UK	LIGHTING BILLBOARD I	1
**7	MB-0513UK	LIGHTING BILLBOARD B	1
***201	029-B00412-0B	M4X12 SKT BH BLK	10
***202	068-441616-0B	M4 WSHR 16OD FLT BLK	10
***203	020-F00625-0B	M6X25 SKT CSK BLK	12
***301	HDZ-65023UK	WH LED ASSEMBLY	3

4 ASSY MONITOR CAB (MB-1000UK)

1/2

18 PARTS LIST

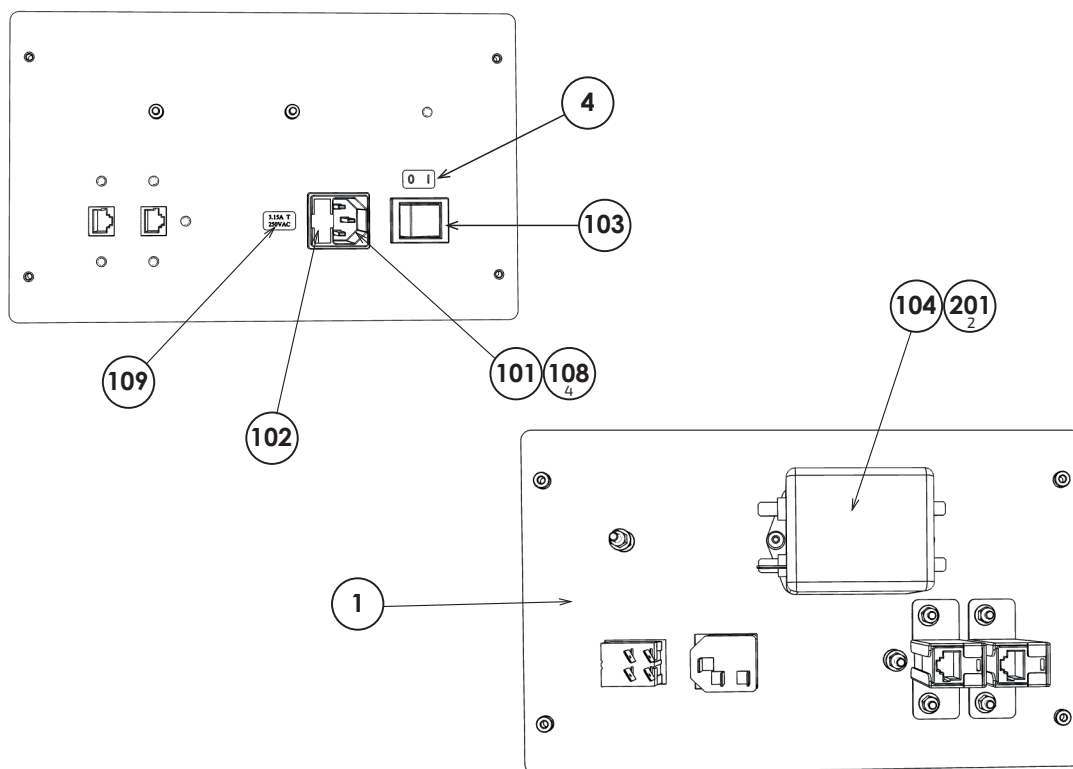


4 ASSY MONITOR CAB (MB-1000UK)

2/2

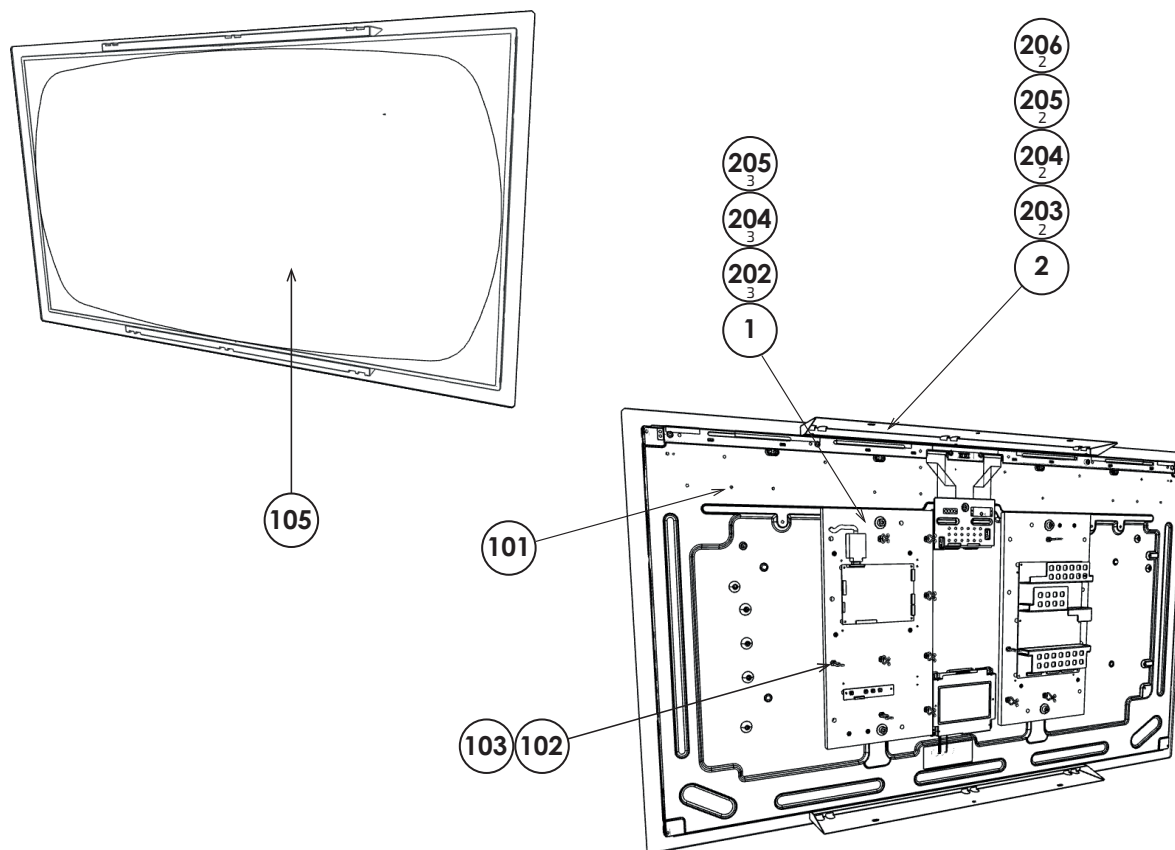
ITEM NO	PART NO	DESCRIPTION	QTY
**1	MB-1002UK	ASSY FRONT CABINET	1
**2	MB-1200UK	ASSY 55 LED DISPLAY	1
**3	MB-1080UK	ASSY AC UNIT	1
**4	SND-1340UK	ASSY FAN	1
**6	MB-1300UK	ASSY TUBE UPPER	2
**7	MB-1400UK	ASSY TUBE MIDDLE	4
**8	MB-1500UK	ASSY TUBE LOWER	4
**10	MB-4000UK	ASSY UPPER ELEC BOARD	1
**11	MB-4100UK	ASSY LOWER ELEC BOARD	1
**13	MB-1210UK	GLASS 55 SCREEN PROTECT	1
**14	RND-0323	SCREEN MASK PROTOTYPE	1
**15	MB-1003UK	BRKT PC MOUNT	2
**16	MB-1007UK	PLATE SPEAKER COVER	2
**17	MB-1009UK	BRKT UFO LHS UPPER	1
**18	MB-1011UK	BRKT UFO RHS UPPER	1
**19	MB-1012UK	BRKT UFO LHS LOWER	1
**20	MB-1013UK	BRKT UFO RHS LOWER	1
**22	MB-1009UK	BRKT UFO LHS UPPER	1
**50	MB-1066UK	MONITOR GUN	1
**101	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	54
**102	130-04030-E	SPKR ELIP 4OHM 30W VIS DX4X6P	2
**103	610-0015-01UK	ASSY PC MIB	1
**201	029-B00425	M4X25 SKT BH PAS	6
**202	068-441616	M4 WSHR 16OD FLT PAS	10
**203	029-B00625-0B	M6X25 SKT BH BLK	20
**204	068-652016-0B	M6 WSHR 20OD FLT BLK	20
**205	029-B00625	M6X25 SKT BH PAS	18
**206	068-652016	M6 WSHR 20OD FLT PAS	24
**207	029-B00640	M6X40 SKT BH PAS	6
**208	029-B00425-0B	M4X25 SKT BH BLK	12
**209	068-441616-0B	M4 WSHR 16OD FLT BLK	14
**210	029-B00416	M4X16 SKT BH PAS	4
**211	029-B00416-0B	M4X16 SKT BH BLK	14
**301	MB-60005UK	WH PSU TO I/O LINK	1
**302	MB-60011UK	WH COIN HANDLING & PLAYER BUTTON LINK	1
**303	MB-60013UK	WH SPEAKERS	1
**304	MB-60014UK	WH DC FAN	1
**305	MB-60015UK	WH WOOFER	1
**306	MB-60016UK	WH INFINITY MIRROR LIGHTING LINK	1
**307	MB-60017UK	WH PLAYER CONTROLLERS LINK	1
**308	MB-60023UK	WH BILLBOARD LIGHTING	1
**309	MB-60024UK	WH NEURALYZER LINK	1
**310	MB-60025UK	WH UFO LIGHTING LINK	1
**311	MB-60026UK	WH CRASH LIGHTING LINK	1
**312	MB-60027UK	WH MONITOR SURROUND LIGHTING LINK	1
**313	MB-60028UK	WH MONITOR SURROUND LIGHTING	2
**314	MB-60031UK	WH MONITOR PWR	1
**315	MB-60032UK	WH MIB TEXT LIGHTING LINK	1
**316	MB-60034UK	WH DOWNLIGHT LINK	1
**317	600-7011-0200UK	DA DVI TO DVI 200CM	1
**318	HDZ-60050UK	WH SPEAKERS	2
**319	DB-60030UK	WH LED WHT	2
**320	MB-60040UK	WH LED ASSEMBLY	1

5 ASSY AC UNIT (MB-1080UK)

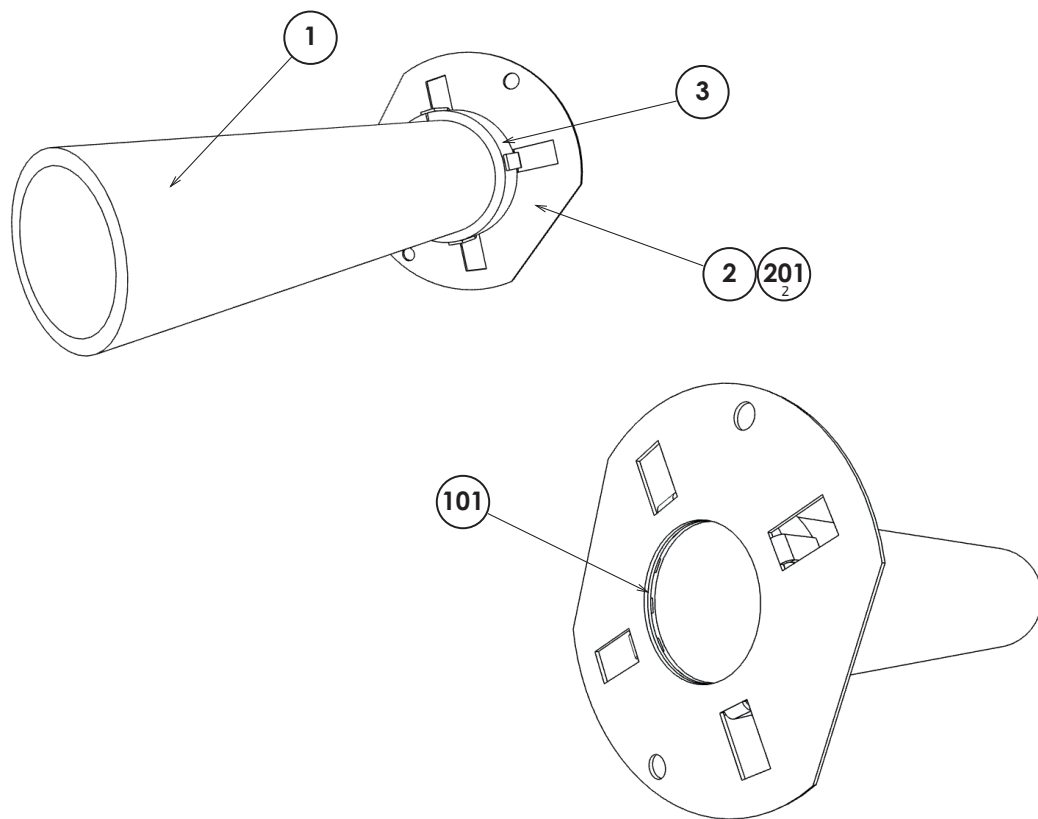


ITEM NO	PART NO	DESCRIPTION	QTY
***1	DV-1081UK	PLATE AC	1
***2	ST-0403UK	PLATE AC CAP	1
***3	LB1096	STICKER PROTECTIVE EARTH	1
***4	LB1131	LABEL ON / OFF	1
***101	EP1302	EUROSOCKET FUSED 10A 250VAC	1
***102	514-5078-3150	FUSE 3.15 X 20 CERAMIC SB 3150mA	2
***103	SW1109	SWITCH ROCKER 250V AC	1
***104	EP1419	FILTER SCHAFFNER 2030-16-06	1
***108	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	4
***109	LB1126-3150-250	FUSE LABEL 3.15A 250V	1
***201	029-B00408	M4X8 SKT BH PAS	2
***202	050-F00400	M4 NUT FLG SER PAS	4
***203	060-S00400	M4 WSHR SPR PAS	2
***301	MI-60001UK	WH AC IN	1

6 ASSY 55 LED DISPLAY (MB-1200UK)

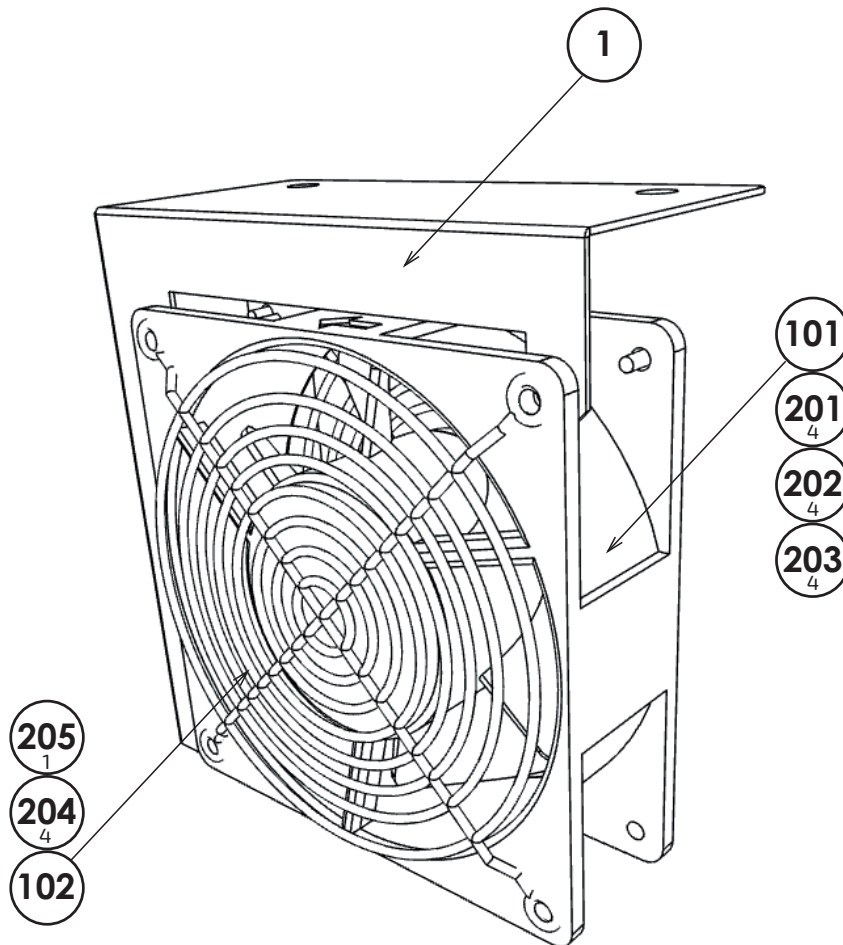


ITEM NO	PART NO	DESCRIPTION	QTY
***1	TRF-1210UK	PNL PRISMA BD DMODUL MNT 55	2
***2	HDZ-7404UK	BRKT MONITOR LOCATING	2
***21	440-WS0002UK	LABEL WARNING HI VOLT	1
***22	440-DS0010UK	LABEL DANGER HI VOLT	1
***101	200-6055-03-AUO	55" LED AUO P550HVN02.2	1
***102	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	12
***103	280-0017UK	SPACER 6.4OD 3.7ID 11.1L PLASTIC	12
***105	400-160-51224	PSU 55" LED DPS-160	1
***201	012-P00320	N4X3/4" S/TAP PAN PAS	10
***202	020-000308-0Z	M3X8 SKT CAP 0Z	6
***203	029-B00620	M6X20 SKT BH PAS	4
***204	060-S00300	M3 WSHR SPR PAS	8
***205	060-F00300	M3 WSHR FORM A FLT PAS	8
***206	068-652216	M6 WSHR 22OD FLT PAS	4

7 ASSY TUBE UPPER (MB-1300UK)

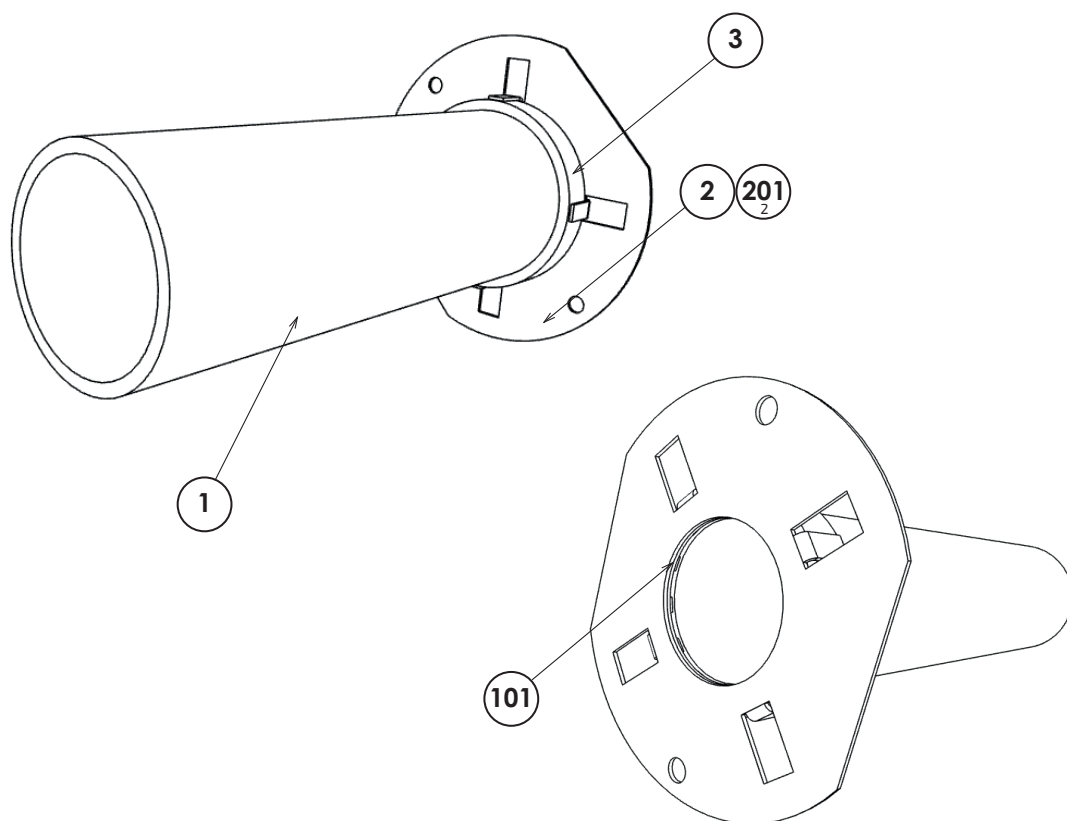
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-1411UK	TUBE ACRYLIC MIDDLE	2
***2	MB-1402UK	TUBE MOUNT MIDDLE	2
***3	MB-1441UK	RUBBER GRIP MIDDLE	2
***101	390-2512-066RGB	RING LED 66mm RGB M6612	2
***201	601-10645-4UK	HOSE CLIP SIZE NO.4	2

8 ASSY FAN MONITOR (MB-1350UK)



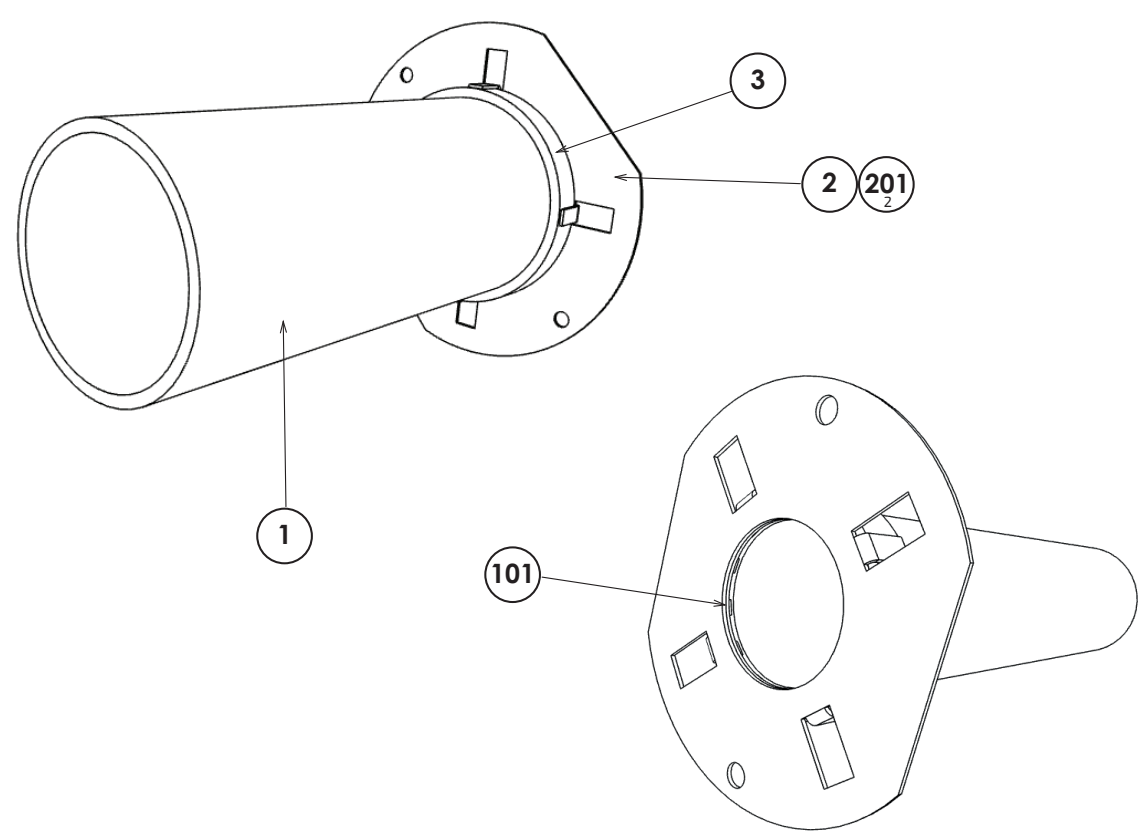
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-1014UK	BRKT FAN MOUNTING	1
***101	260-0012-01UK	FAN DC 12V RoHS EEC0381B1-000U-A99	1
***102	FN1012	FAN GUARD METAL 120MM (FG-12)	2
***201	020-B00316-0B	M3X16 SKT BH BLK	4
***202	060-S00300-0B	M3 WSHR SPR BLK	4
***203	060-F00300-0B	M3 WSHR FORM A FLT BLK	4
***204	050-U00400	M4 NUT NYLOK PAS	4
***205	050-F00300	M3 NUT FLG SER PAS	1
***301	DB-60030UK	WH LED WHT	1

9 ASSY TUBE MIDDLE (MB-1400UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-1411UK	TUBE ACRYLIC MIDDLE	4
***2	MB-1402UK	TUBE MOUNT MIDDLE	4
***3	MB-1441UK	RUBBER GRIP MIDDLE	
***101	390-2512-086RGB	RING LED 86mm RGB M8618	4
***201	601-10645-4UK	HOSE CLIP SIZE NO.4	4

10 ASSY TUBE LOWER (MB-1500UK)

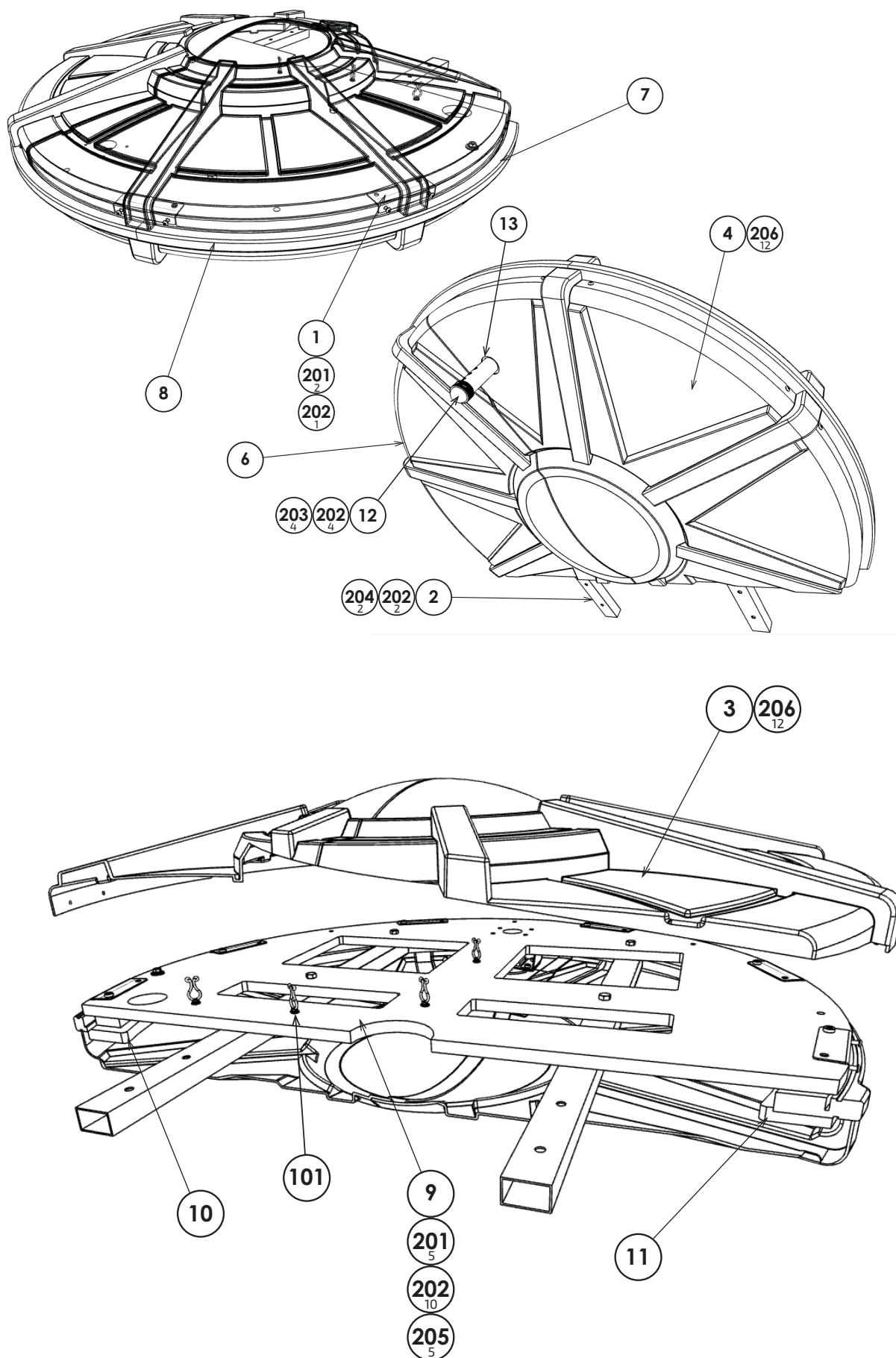


ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-1511UK	TUBE ACRYLIC LOWER	4
***2	MB-1502UK	TUBE MOUNT LOWER	4
***3	MB-1541UK	RUBBER GRIP LOWER	4
***101	390-2512-106RGB	RING LED 106mm RGB M10624	4
***201	601-10645-5UK	HOSE CLIP SIZE NO.5	4

11 ASSY UFO (MB-1600UK)

(1/2)

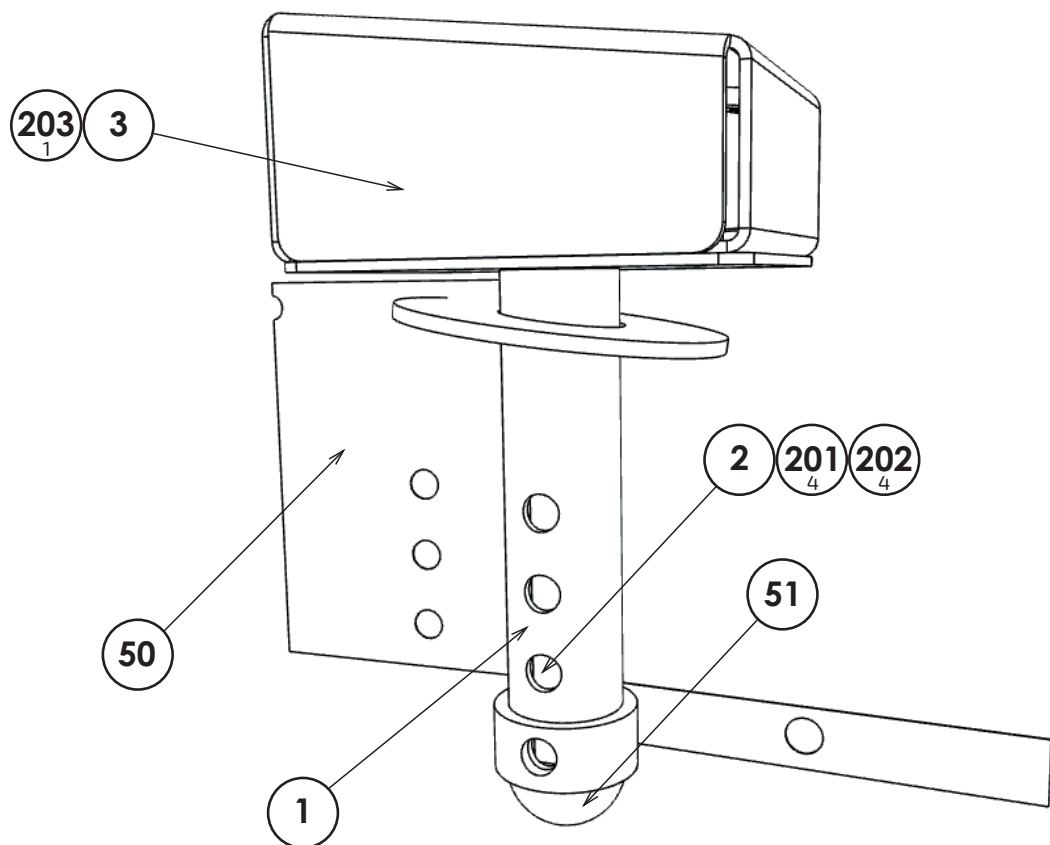
18 PARTS LIST



11 ASSY UFO (MB-1600UK)**(2/2)**

ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-1601UK	BRKT UFO MOULDING	12
***2	MB-1602UK	BOX SECTION UFO	2
***3	MB-1611UK	MOULDING UFO TOP	1
***4	MB-1612UK	MOULDING UFO BOTTOM	1
***6	MB-1613UK	UFO LIGHTING BAND LEFT	1
***7	MB-1614UK	UFO LIGHTING BAND RIGHT	1
***8	MB-1615UK	UFO LIGHTING BAND CENTRE	1
***9	MB-1621UK	MOUNTING BOARD UFO UPPER	1
***10	MB-1622UK	MOUNTING BOARD UFO LOWER RHS	1
***11	MB-1623UK	MOUNTING BOARD UFO LOWER LHS	1
***12	MB-1800UK	ASSY NEURALYZER	1
***13	MB-1805UK	WSHR NEURALYZER	1
***101	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	4
***201	029-B00660	M6X60 SKT BH PAS	29
***202	060-S00600	M6 WSHR SPR PAS	30
***203	029-B00625	M6X25 SKT BH PAS	4
***204	029-B00650	M6X50 SKT BH PAS	4
***205	050-U00600	M6 NYLOC NUT	5
***206	029-B00416	M4X16 SKT BH PAS	12
***301	MB-60029UK	WH NEURALYZER LINK 2	1
***302	MB-60030UK	WH UFO LIGHTING LINK 2	1
***303	JB-60020UK	WH LED B	1

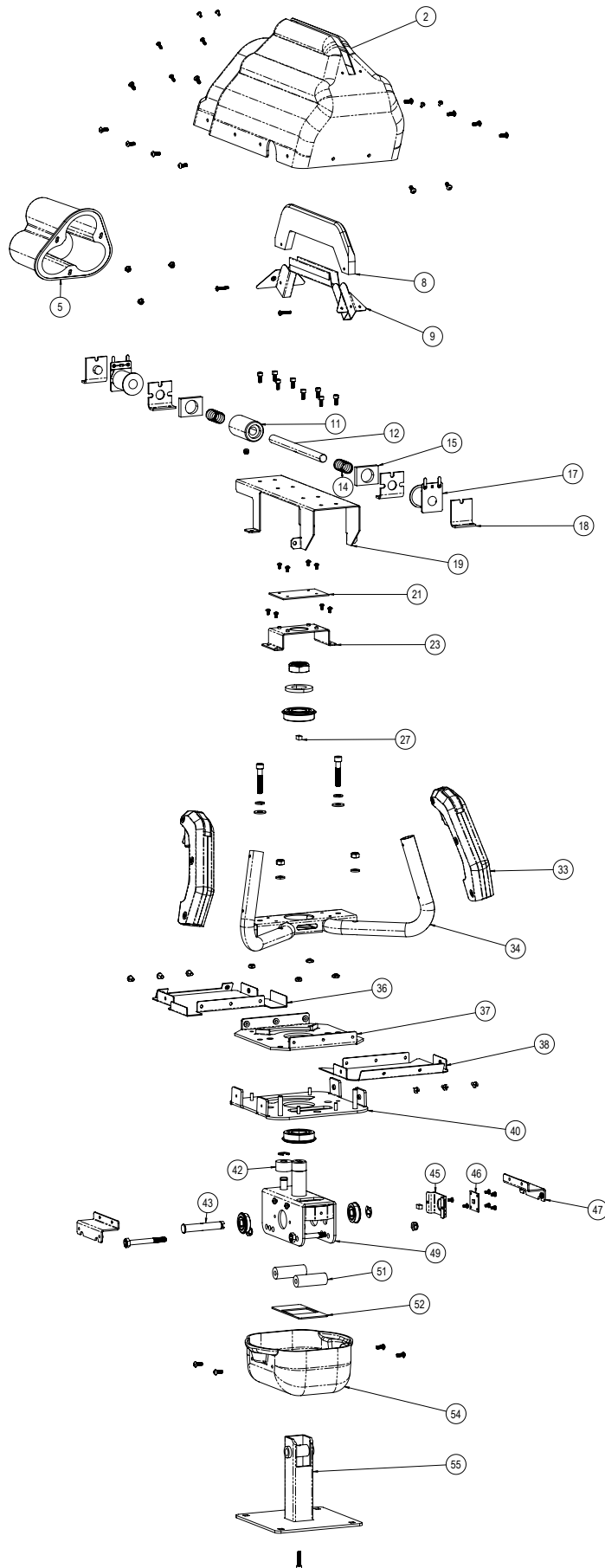
12 ASSY NEURALYZER (MB-1800UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-1801-XUK	TUBE NEURALYZER	1
***2	MB-1803UK	LED MOUNT NEURALYZER	1
***3	MB-1804UK	BRKT MOUNTING NEURALYZER	1
***50	MB-1821UK	NEURALYZER TUBE ARTWORK	1
***51	MB-1822UK	NEURALYZER CAP ARTWORK	1
***201	029-B00625	M6X25 SKT BH PAS	4
***202	060-S00600	M6 WSHR SPR PAS	4
***203	029-B00408	M4X8 SKT BH PAS	1
***301	JB-60020UK	WH LED B	1

13 ASSY CONTROLLER (MB-2000UK)

(1/2)



18

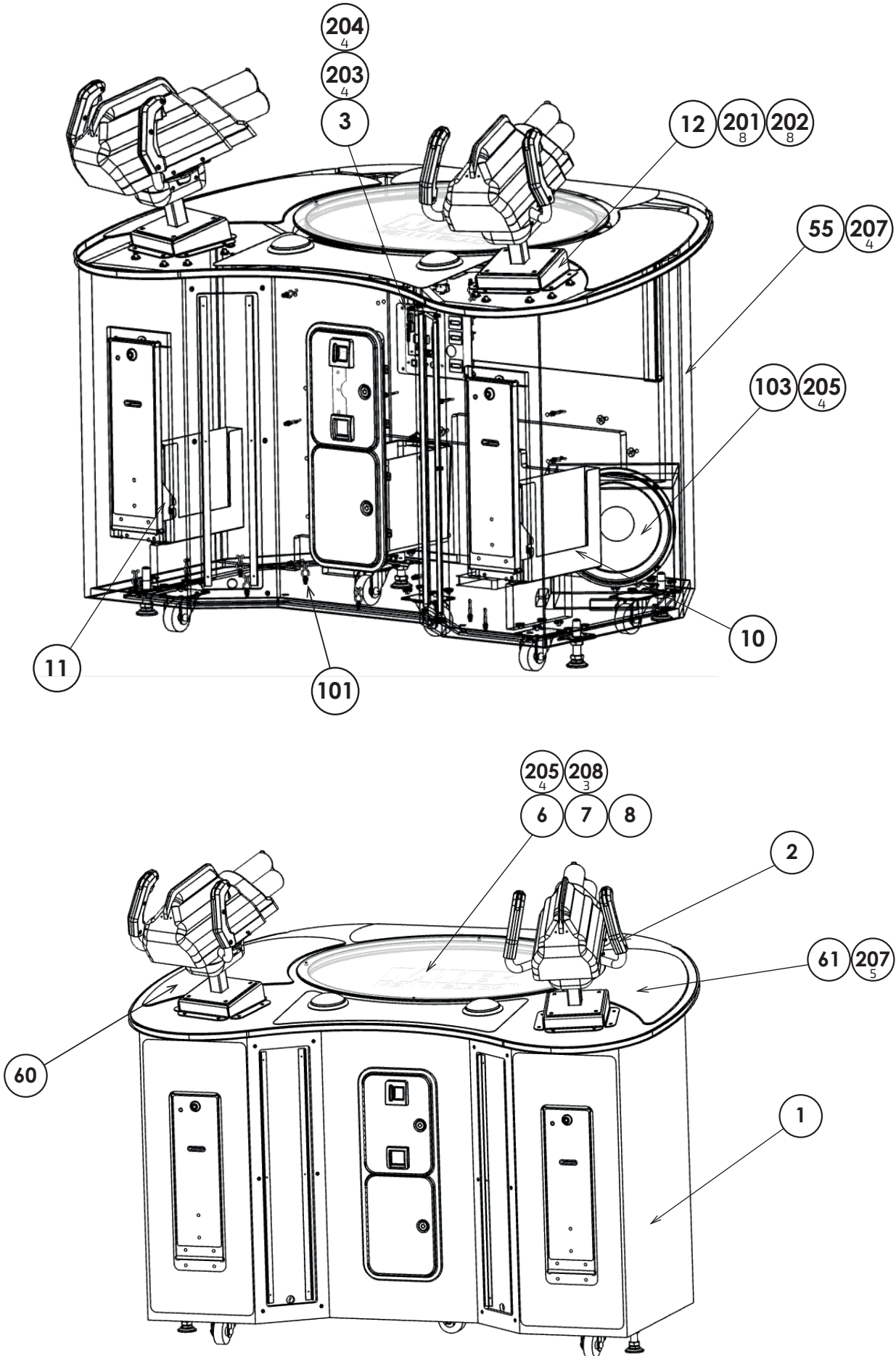
PARTS LIST

13 ASSY CONTROLLER (MB-2000UK)**(2/2)**

ITEM NO	PART NO	DESCRIPTION	QTY
*****2	MB-2001-16801	MAIN BODY	1
*****5	MB-2001-16701	TRIPLE BARREL	1
*****8	MB-2001-16601	ACRYLIC LENS	1
*****9	MB-2001-17301	LENS BRACKET	1
*****11	MB-2001-17101	WEIGHT	1
*****12	MB-2001-17102	ROD	1
*****14	MB-2001-17103	SPRING	2
*****15	MB-2001-17104	DAMPENER	2
*****17	MB-2001-17105	SOLENOID	2
*****18	MB-2001-17001	SOLENOID STOP BRACKET	4
*****19	MB-2001-16901	MAIN SOLENOID BRACKET	1
*****21	MI-2001-10800	MI GUN PCB 1 1	1
*****23	MI-2001-10600	MI GUN MSBR-125	1
*****27	MI-2001-15400	MAGNET M5*5*8	2
*****28	MI-2001-50100	MI GUN POLE 2 2	2
*****33	MB-2001-18000	GRIP ASSEMBLY	2
*****34	MB-2001-17601	MB GUN WELDMENT	1
*****36	MB-2001-02101	MB GUN BACK HOLDER	1
*****37	MI-2001-13300	MI GUN MSBR-197	1
*****38	MB-2001-17501	MB GUN FRONT HOLDER	1
*****40	MI-2001-13400	MI GUN MSBR-199	1
*****42	MI-2001-15200	RUBBER TUBE 1	1
*****43	MI-2001-13500	MI GUN MSBR-123	1
*****45	MI-2001-12800	MI GUN MSBR-1	1
*****46	MI-2001-15600	MI GUN PCB 2 1	1
*****47	MI-2001-12900	MI GUN MSBR-13	2
*****49	MI-2001-13000	MI GUN MSBR17/19/20/21	1
*****51	MI-2001-15800	RUBBER TUBE 2	2
*****52	MI-2001-13101	MI GUN MSBR-58	2
*****54	MI-2001-11501	MI GUN BOTTOM COVER	1
*****55	MI-2001-13200	MI GUN MSBR-60/61/62/63	1

14 ASSY CONTROL CABI (MB-3000UK)

1/2



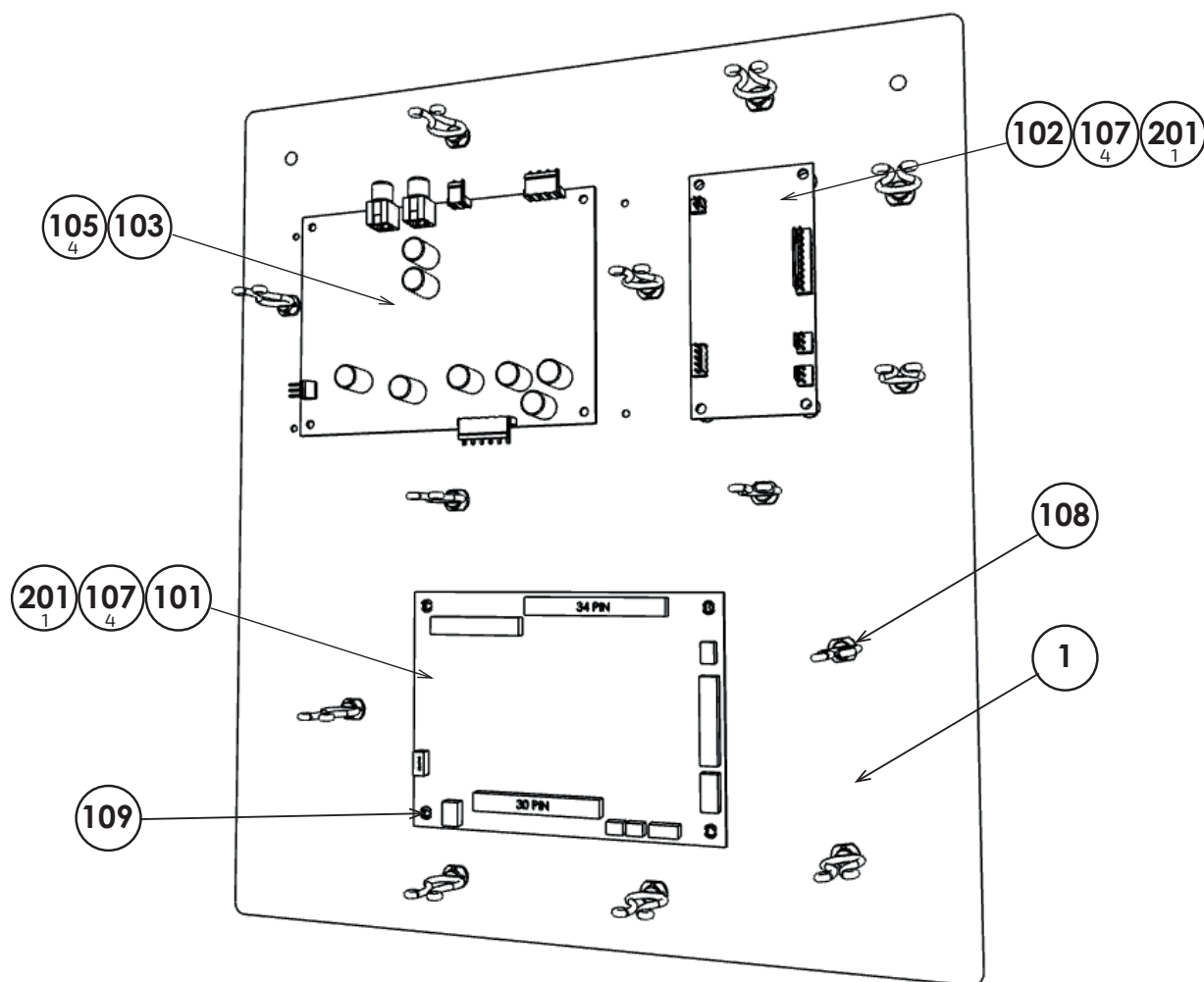
18 PARTS LIST

14 ASSY CONTROL CABI (MB-3000UK)

2/2

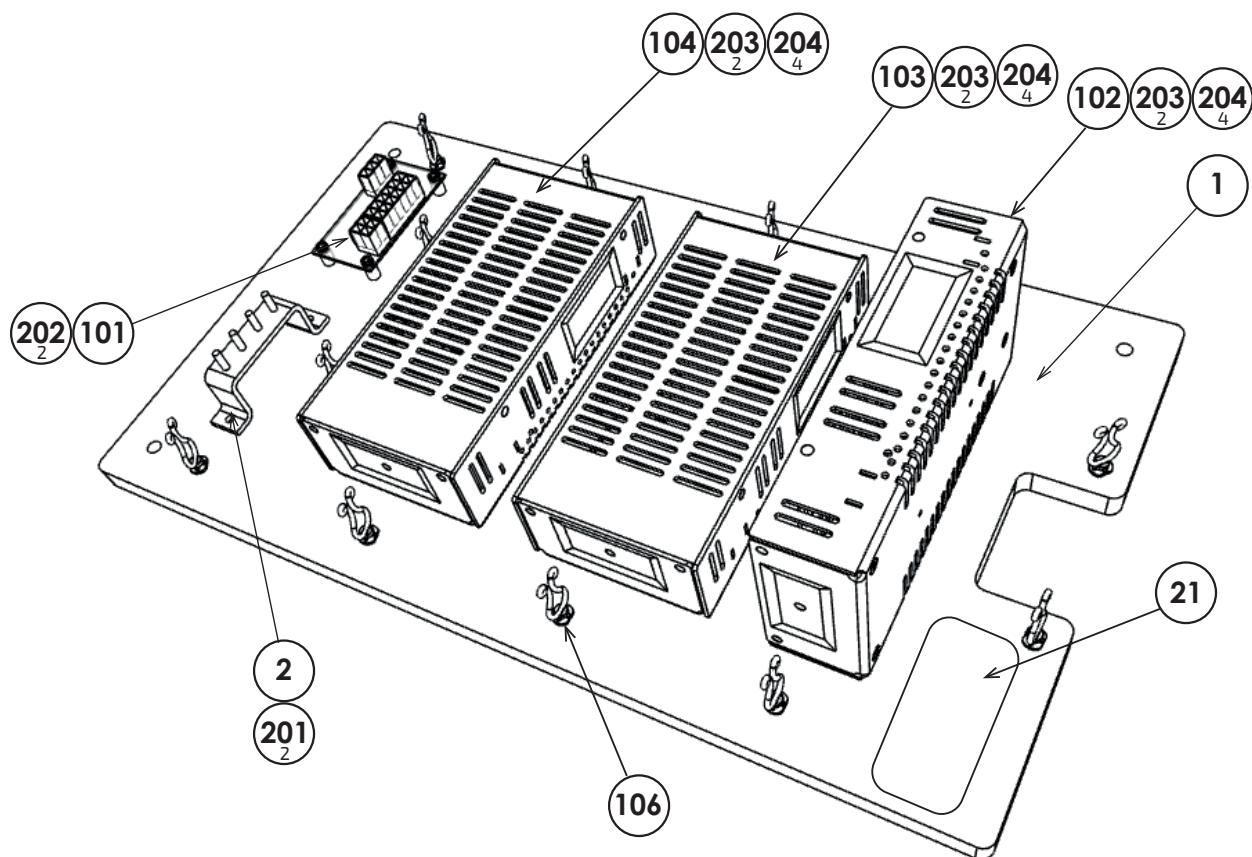
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-3002UK	CONTROL CABI	1
**2	MB-2000UK	ASSY CONTROLLER	2
**3	MB-0325UK	ASSY SWITCH UNIT	1
**6	MB-3511UK	INF MIRROR ACRYLIC COVER	1
**7	MB-3533UK	ACRYLIC LED HOLDER	4
**8	MB-3513UK	INF MIRROR FLOOR	1
**10	PG-1106UK	HOLDER TICKET	2
**11	PG-1107UK	BRKT RETAIN TICKET HOLDER	2
**12	MB-2002UK	MOUNT GUN	2
**60	MB-3073UK	STKR CAB TOP PNL LHS	1
**61	MB-3074UK	STKR CAB TOP PNL RHS	1
**101	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	33
**102	601-0460-150-N	CABLE TIE 150MM NATURAL	9
**103	130-020-04080	WOOFER 4OHM 80W WS 20 E	1
**104	220-0001-01UK	TICKET VEND UNIT TD-963CR	2
**105	EP1420	SW MICRO LEVER RS	2
**106	EP1421	LED 12V RED RS 541-4072	2
**201	029-B00625-0B	M6X25 SKT BH BLK	16
**202	068-652016-0B	M6 WSHR 20OD FLT BLK	24
**203	029-B00425	M4X25 SKT BH PAS	4
**204	068-441616	M4 WSHR 16OD FLT PAS	4
**205	029-B00416	M4X16 SKT BH PAS	4
**206	029-B00616-0B	M6X16 SKT BH BLK	8
**207	029-B00416-0B	M4X16 SKT BH BLK	18
**208	012-P03506-F	N6X1/4" S/TAP FLG PAS	12
**301	MB-60012UK	WH COIN HANDLING LINK X2	1
**302	MB-60019UK	WH 1P TICKET MECH AND PLAYER BUTTON	1
**303	MB-60020UK	WH 2P TICKET MECH AND PLAYER BUTTON	1
**304	MB-60021UK	WH INFINITY MIRROR LIGHTING LINK 2	1
**305	MB-60022UK	WH GUN LIGHTING LINK	1
**306	MB-60033UK	WH MIB TEXT LIGHTING LINK x2	1
**307	MB-60035UK	WH DOWNLIGHT LINK 2	1
**308	MB-60036UK	WH GUN LIGHTING LINK	1
**309	MB-60037UK	WH 1P GUN CONTROLLER LINK	1
**310	MB-60038UK	WH 2P GUN CONTROLLER LINK	1
**311	JB-60020UK	WH LED B	3
**312	BE-6001UK	WH LED CLIP	4
**313	HDZ-65023UK	WH LED ASSEMBLY	2

15 ASSY UPPER ELEC BOARD (MB-4000UK)



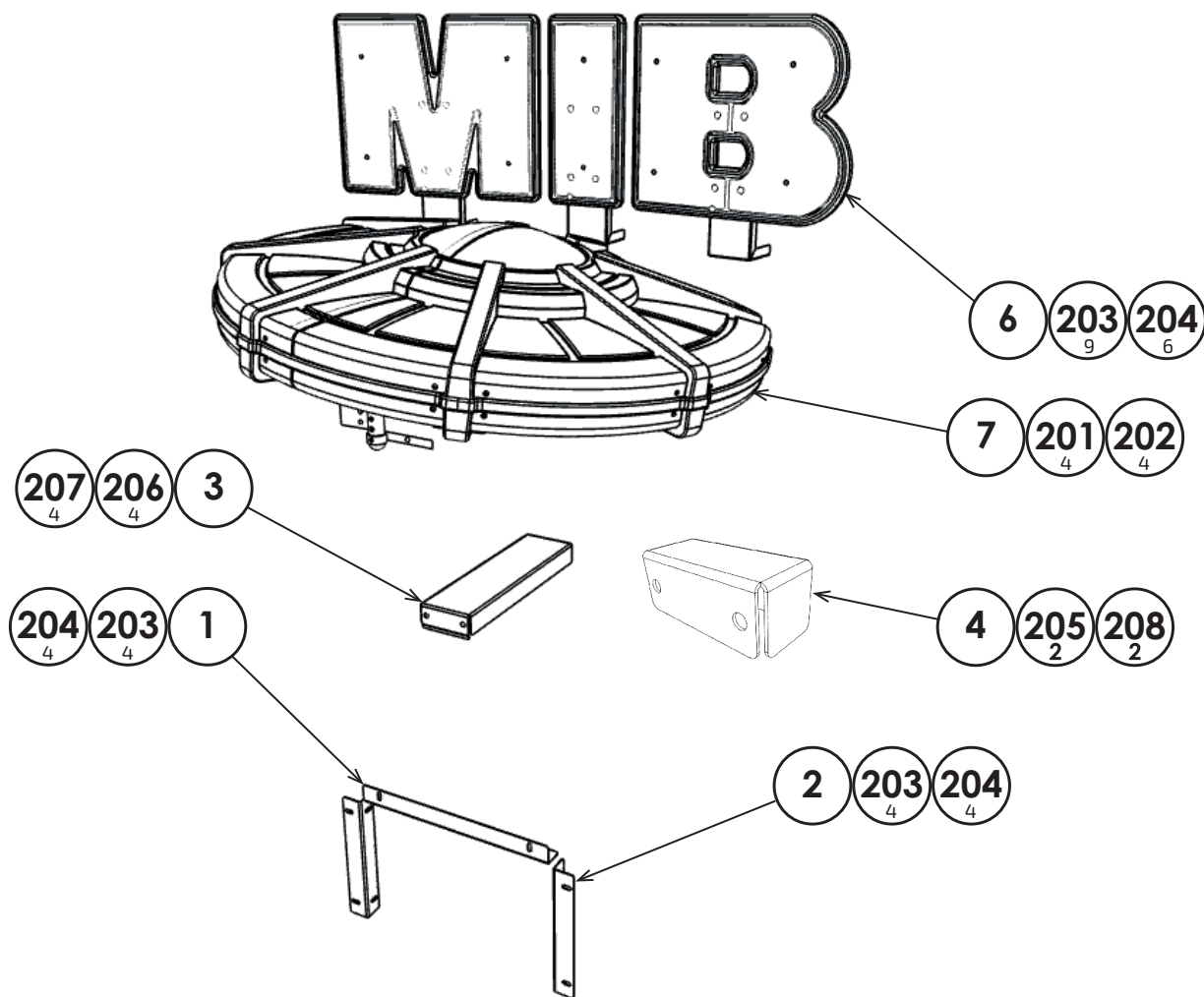
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-4001UK	WOODEN BASE MAIN	1
***21	440-CS0010UK	LABEL CAUTION	1
***101	838-0042UK	PCBA - 1/0 2	1
***102	838-0041UK	PCBA - WOOFLY 2	1
***103	838-0038UK	AMP 2.1 KEENE EMC	1
***107	OS1011	PCB FEET RICHCO LCBS-L-5-01	4
***108	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	13
***109	280-L00640-WX	STANDOFF 6MM WOOD XL	4
***201	012-P03512-F	N6X1/2" S/TAP FLG PAS	4
***301	MB-60006UK	WH I O	1
***302	MB-60009UK	WH AUDIO AMP TO WOOFER	1
***303	MB-60010UK	WH AUDIO AMP TO SPEAKERS	1
***304	600-7155-0100UK	3.5MM JACK TO JACK	1
***305	MB-60039UK	WH VOLUME	1
***306	600-7142-200UK	USB JVS TYPE A-B FEUSB2HAB2M	1
***307	600-7158-0150UK	CA AUDIO RCA 150CM CPC AVVCL9	1

16 ASSY LOWER ELEC BOARD (MB-4100UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	MB-4101UK	LOWER ELEC BOARD	1
***2	CFB-4003-01UK	EARTH TERMINAL PLATE	1
***21	440-DS0010UK	LABEL DANGER HI VOLT	1
***101	838-14551-02UK	AC DISTRIBUTION BOARD	1
***102	400-150-05-03	MW RSP-150-5	1
***103	400-320-012-01	PSU 12VDC 320W RSP-320-12	1
***104	400-200-024-01	PSU 24V 200W MW RSP-200-24	1
***106	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	12
***201	012-P03512-F	N6X1/2" S/TAP FLG PAS	2
***202	012-P00325	N4X1" S/TAP PAN PAS	4
***203	029-B00425	M4X25 SKT BH PAS	6
***204	068-441616	M4 WSHR 16OD FLT PAS	12
***301	MB-600001UK	WH AC DISTRIBUTION IN	1
***302	MB-600002UK	WH AC DISTRIBUTION TO GAMEBOARD	1
***303	MB-600003UK	WH AC DISTRIBUTION TO PSU	1
***304	MB-600004UK	WH PSU DISTRIBUTION	1

17 ASSY INST MB (MB-INST)



ITEM NO	PART NO	DESCRIPTION	QTY
**1	MB-0011UK	CONJOINING BASE TOP BRACKET FRONT	1
**2	MB-0012UK	BRKT CONJOINING BASE SIDE	2
**3	MB-0013UK	BRACKET SECURING INSTALLED	1
**4	MB-0014UK	BRKT SECURING SHIPPING	1
**6	MB-0500UK	ASSY BILLBOARD	1
**7	MB-1600UK	ASSY UFO	1
**201	029-B00640	M6X40 SKT BH PAS	4
**202	068-652016	M6 WSHR 20OD FLT PAS	4
**203	029-B00625-0B	M6X25 SKT BH BLK	21
**204	068-652016-0B	M6 WSHR 20OD FLT BLK	18
**205	029-B008100	M8X100 SKT BH PAS	2
**206	029-B00840	M8X40 SKT BH PAS	4
**207	068-852216	M8 WSHR 22OD FLT PAS	4

19 WIRE COLOR CODE TABLE

! WARNING

The DC power wire color for this product is different from previous SEGA titles.
Working from the previous wire colors will create a high risk of fire

The color codes for the wires used in the diagrams in the following chapter are as follows.

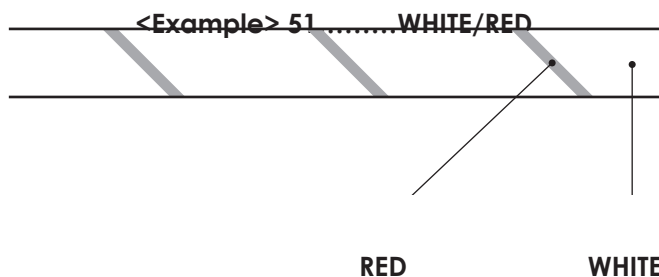
- | | |
|---|-------------|
| A | PINK |
| B | SKY BLUE |
| C | BROWN |
| D | PURPLE |
| E | LIGHT GREEN |

Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

- | | |
|---|--------|
| 1 | RED |
| 2 | BLUE |
| 3 | YELLOW |
| 4 | GREEN |
| 5 | WHITE |
| 7 | ORANGE |
| 8 | BLACK |
| 9 | GRAY |

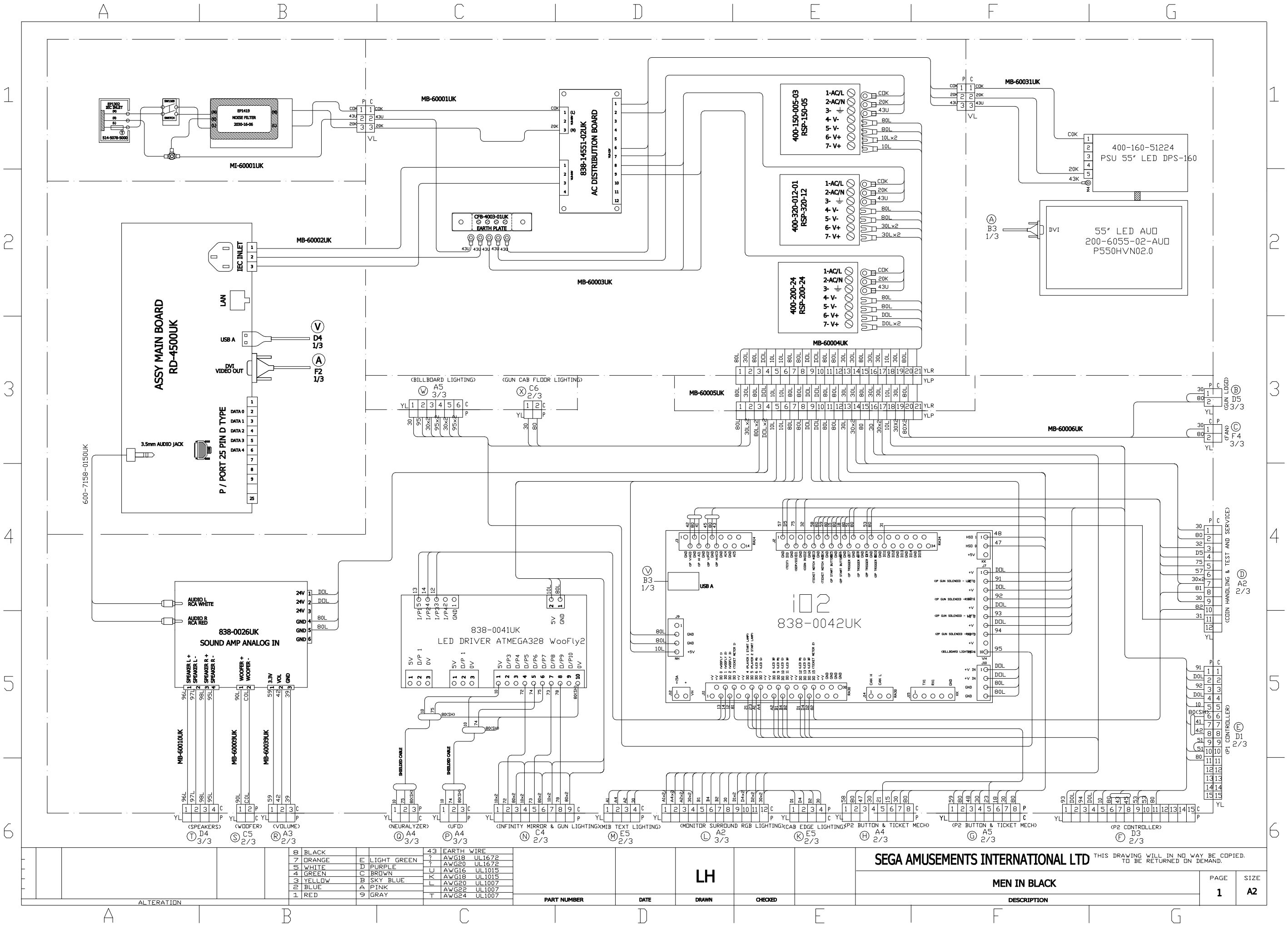
If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

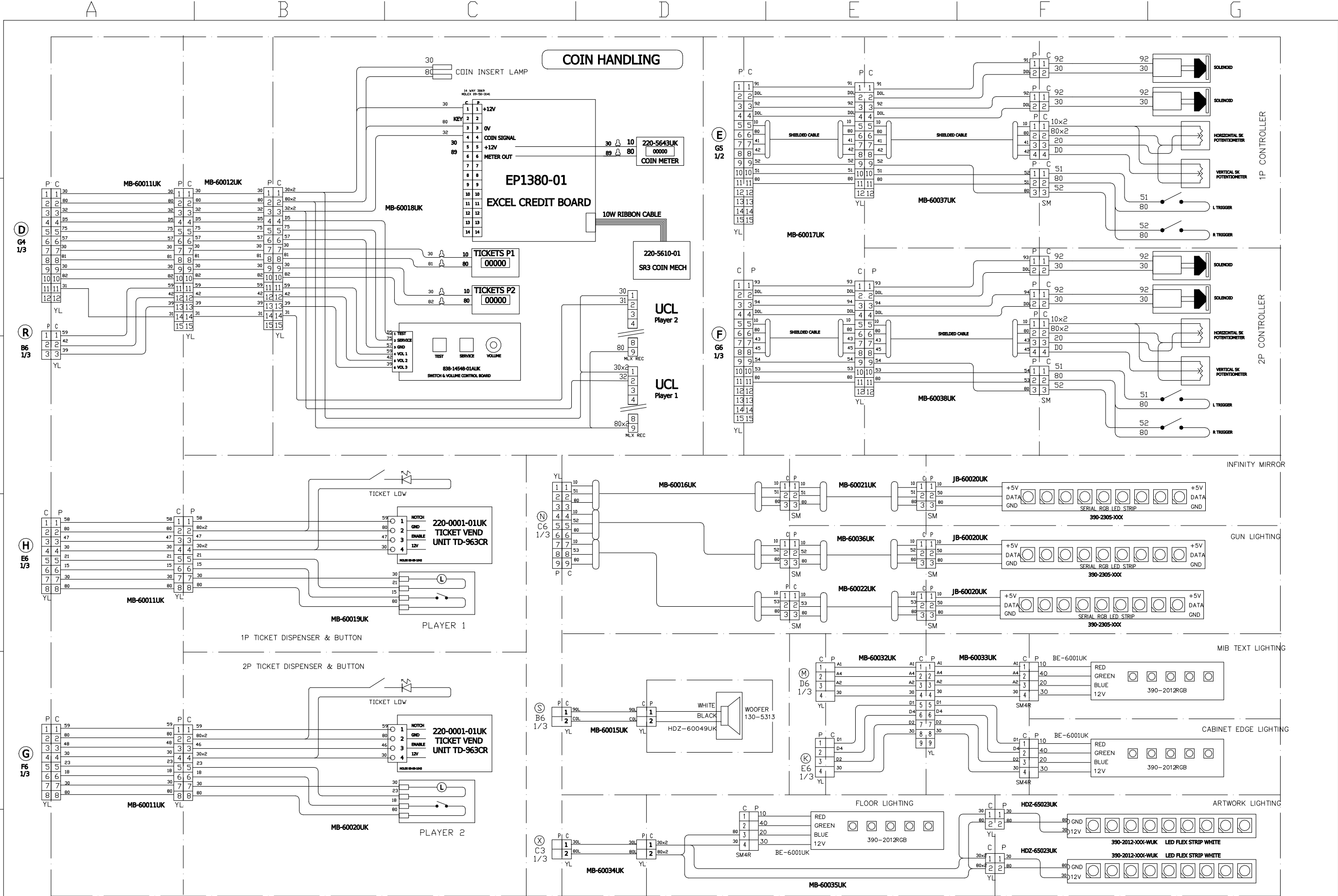
Note 1: If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.



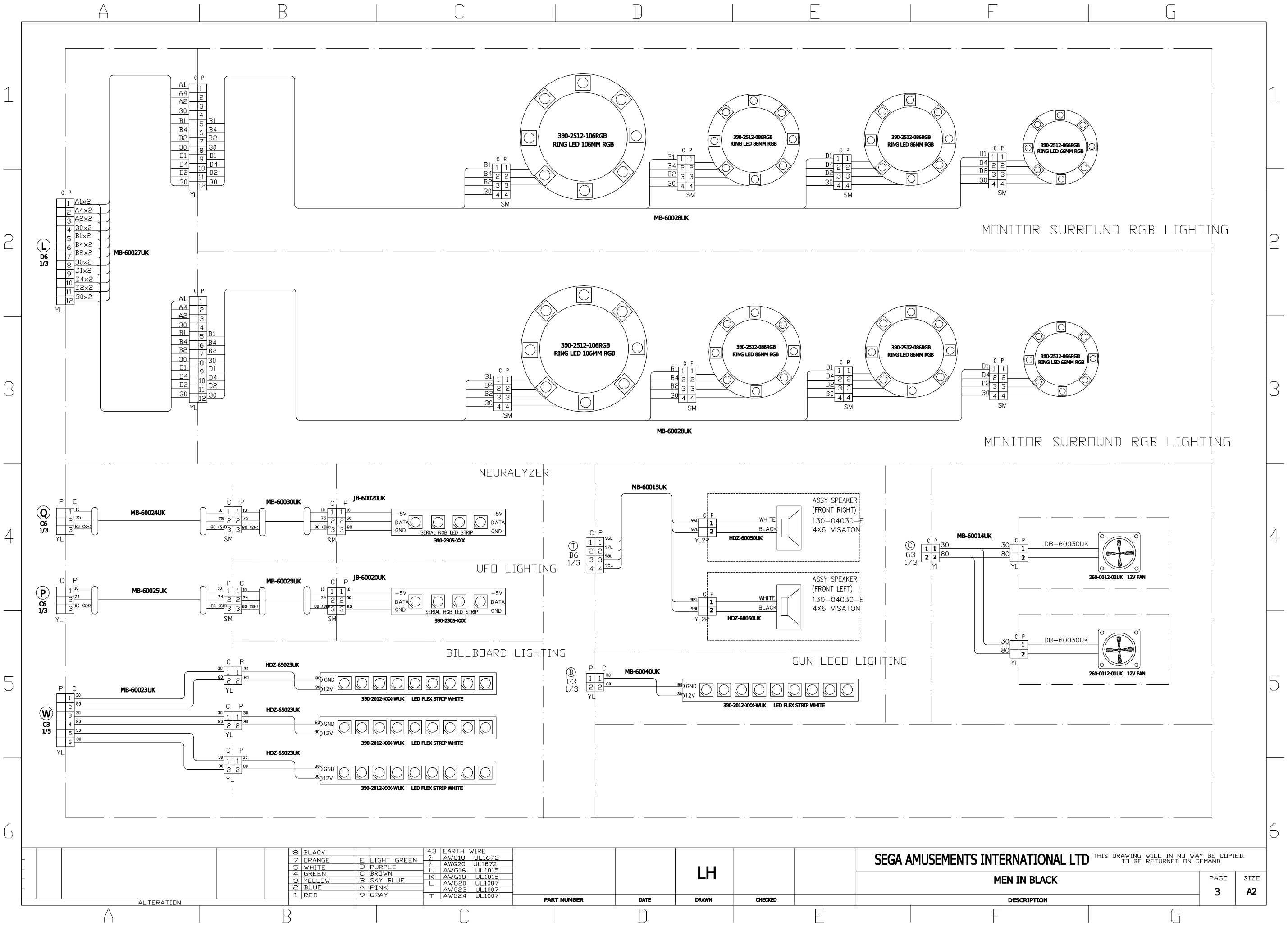
Note 2: The character following the wire color code indicates the size of the wire.

- | | |
|--------|-------|
| U : | AWG16 |
| K : | AWG18 |
| L : | AWG20 |
| None : | AWG22 |





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